

A NEWSFIELD PUBLICATION

No.17 September 1986

£1

ZZAP! 64

MONTHLY REVIEW FOR COMMODORE SOFTWARE

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weren't invented . . .

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ISSUE 17 SEPTEMBER 1986

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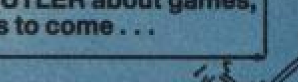
Cover by Oliver Frey

A LA CARTE

SIDE ORDERS

SPECIALITIES OF THE HOUSE

HAUTE CUISINE



The next issue of ZZAP! goes on sale from September the 11th. It will also be on sale at the PCW show — be there, or be a headless, four sided geometric shape sitting in a flat sphere!


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ZZAP! ED



ALL CHANGE!

In last month's ZZAP! I announced the retirement of Gary Liddon from our reviewing team — he's now happily ensconced in the depths of North London helping get **Thalamus**, the new software house, underway. He's been partly replaced by 18 year-old newcomer **Richard 'Dick' Eddy**, a Cornwellian (or is it Cornishman?) who hails from Helston. Dick's really an Amstrad man, but as a nifty joystick wielder and arcade player, he was pressganged by the gang and then seduced by the wonderful Commodore graphics — at least until AMTIX! needs him back.



Avid 'masthead' watchers (that's the narrow bit on the left of the contents page) might have noticed two new names, one with a familiar ring to it — **Jonathan Rignall**, and you would be right, for Jonathan is none other than ZZAP! Ego King Julian Rignall's younger brother. But there's little in common between them except blood — Jonathan is bright, technically clever, handsome, modest and (above all) intelligent! (It's okay though, the Scorelord is trying to get Julian to go to evening charm school classes). He works upstairs in 'Art' in the repro department, the ones responsible for getting all the artwork onto final printer's film.

The other new name is the rather exotic **Massimo Valducci** who comes from Shrewsbury (a small town near Rome). Mass is our sub-editor — a technical term for someone who corrects all Gary Penn's spelling mistakes . . .

But there are bigger personnel changes afoot for ZZAP! because this is my last issue as Editor of the magazine. CRASH readers called me 'traitor Kean' for swapping allegiance from the Spectrum to the Commodore, but ZZAP! readers need not have the same feelings for where I go next is not another machine. At Christmas Newsfield Publications launch their fourth title. It's simply called **L M**, and yes, you're right — Lloyd Mangram has been persuaded to rent out his initials! I'm editing **L M** and Lloyd will be doing his infamous bit on the letters pages. What's the new mag about, well you'll find out when you get your Christmas Special edition of ZZAP! because a free first issue of **L M** will be included for you to have a look at. What I can say is that it's a new idea in youth magazines, aimed at people like you, with a lively interest in all sorts of things. You'll be hearing more . . .

So, as from issue 18, the new Editor of ZZAP! will be **Gary Penn**. In eighteen months, Gary has gone from a tyro who signed his name with an X to one of the most professional writers in computer journalism — quite a remarkable achievement! Apart from murdering the odd pet person, his record with ZZAP! has been exemplary, and certainly for the past six issues, he has been responsible for arranging all of the month's contents. I feel I can leave ZZAP! very safely in his capable hands — maybe now he'll even smile occasionally . . .

For the last time then . . .

ROGER KEAN

GAMES REVIEWED

THE MONTHLY SOFTWARE STAR FOR YOUR US GOLD CALENDAR

US GOLD ZZAP 64

ADVERTISERS' INDEX

ZZAP! RRAP

An interesting bunch of letters this month, including some very ascerbic comments about lots of things. I'm on my own today writing this because everyone else is piled in front of the only monitor that is also a TV watching Andrew and Fergy get hitched — yes it's July 23rd and the ZZAP! team (all royalists at heart whatever they say) are crammed into the ZZAP! armchair, glued to the box. Julian's even plugged in a joystick so they can participate actively in the ceremony. Still, by the time you read it, the wedding will be old hat (sorry, BERET — see below) and ZZAPpers everywhere will be waiting for the next handsome prince to fall in love. Such is life. Mine is answering this lot, so let's get on with it.

I thought the first letter deserved a software prize — a writer from down under . . .

AN AUSTRALIAN PREJUDICE

Dear Lloyd,
I would like to point out prejudice against computer gamers. Ever since the introduction of *Space Invaders* and *Pacman*, moral crusaders have been going around saying how it destroys our brains, we are becoming video junkies etc.

I am always being hassled by parents, teachers, relatives etc about how I should be studying or doing other healthy things. If I ran around picking flowers, building model aircraft or reading books people wouldn't say anything. But there's this idea that if you play computer games you are an idiot. It's just the same as any other hobby that you enjoy and get involved in. I write for a karate magazine, for instance, and hopefully I will be able to review martial arts games in it very soon (The magazine *Energy* is only new and can't afford the space right now). This is just an example of the creative things that this hobby can do for you, the same as any other.

Trying to get a high score on *Uridium* and finish reading *Lord of the Rings* are both interesting things to do, right!?! So if you get hassled my advice is to let people know how you feel and explain the situation. I am not that big-headed to think that all people who own a computer are smart. There will always be the few who give it a bad name but that's the way it is.

Josh Burman, 62 Coonans Road, Pascoe Vale South, Melbourne, Victoria, Australia 3044

You tell 'em Josh. The problem is one of misconception. The parental/teacher theory goes thus: computers are incredibly difficult things to understand; therefore they're very serious; therefore they shouldn't be misused; games are incredibly unserious; therefore computers shouldn't be used for the purpose of playing games — quad erat demonstrandum.

I know it'll take time, being all the way round the world an' all, but let Auntie Aggie know your choice, and that's £20 worth of software on its way.

LM

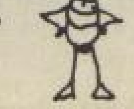
SHOCKED & HORRIFIED

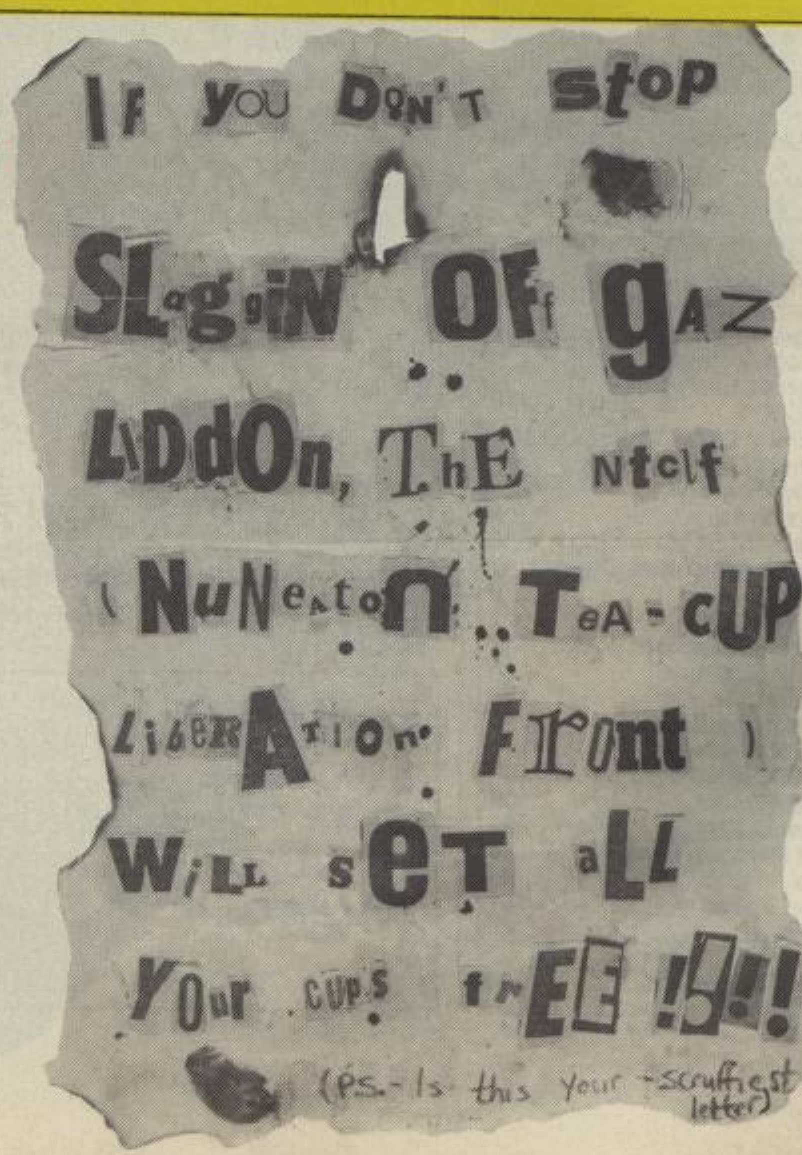
Dear ZZAP!
In issue 15 I was shocked that words like 'crap' and 'sod' were used in the reviews of *World Cup Carnival* and *Raging Beast*. Please try to remember that some of your readers are young and impressionable, this will only encourage them to swear. It also shows a distinct lack of intelligence on Mr Penn's and Mr Liddon's behalf if they cannot use correct words in the English Language rather than those crude additions, to describe bad software. Lastly I was annoyed at how Julian Rignall described Mrs Thatcher as dull and bland while reviewing *Moon Shuttle*. In future please leave the political satire to *Punch* magazine not ZZAP!

The only member of the ZZAP team who isn't mentally retarded is The White Wizard he's just senile.

You, Lloyd Mangram, are so narrow minded that you cannot see past your own inflated ego. I recommend that you stick a pin up your ar . . . *(writer's word removed for fear of offending impressionable readers)* and let some of the hot air out. Now I've got that chip off my shoulder, I can go to sleep safe in the knowledge that you, Lloyd, will come up with a suitably pompous reply.

Name and address not supplied





With Liddon gone, the NTCLF sent me this threatening letter . . .



AFTER ONE SUCK

Dear ZZAP!
Lately I have been in a tremendous quandry (PGLWD) with regards to raspberry and most other flavours of lollipops. The paper is always sticking to the lolly so I have to carefully peel it off with my fingers, which makes them all viscid. Five minutes later, most of it is off and I watch in horror as the top half falls on the floor and begins to melt. Then after one suck of the remaining lolly/paper mixture all of the flavour is gone and I'm left with a lump of ice on a stick.

Thus I was thrilled to read in ZZAP! Ed that you were having a fluffy lollipop feature on page 202. After hastily turning to the back I found that there was at least eighty pages missing. I searched the house but could not find a trace of the lost pages.

After some hard thinking I deduced that you had in fact lied, and there was no lollipop special. I was extremely upset and annoyed at your prevarication (PGLWD again). I demand that you now have a proper fluffy lollipop special, perhaps a pull-out supplement or a colour poster dealing with the ins and outs of lollipop sucking. Could you please do this as soon as possible as the only lollies I can successfully eat are lime flavoured and I can't stand lime.
Philip Gargin, Romford, Essex

Philip, dear person, have you never heard of the quick blow method of lollipop paper removal (or LPR)? This involves carefully holding the tip of the lolly in one hand and placing it on the lips in reverse position so the stick is just inside the mouth and the extending paper wrapper is in full labial contact (or FLC). Now a gentle exhalation of your body heated air should gently melt the epidermis of the lolly, freeing the paper from frozen surface tension. Quickly returning the lolly to normal consuming mode, you deftly remove the wrapping sheath with an upward pull before the ice has time to reform.

Sorry about the missing 80 pages — your brother must be just plum unlucky.
LM

CARNIVAL CHOKER

US Gold's World Cup Carnival *caused some upsets with the retailers, but many readers feel upset themselves, that they bought a game some already owned in its previous incarnation, and one that is badly out of date. Rather than bore you with tons of acrimony, here are snippets from just three typical letters . . .*

Dear ZZAP! 64
Steer well clear. In my years with a C64 (Approx one and a half), I have never ever encountered such an abysmal piece of over hyped trash as this. The biggest mistake of my life was when I parted with my money and took the game home, enthusiastically I might add to play. When I loaded it up . . . what's this!! Blocky men, tacky pitch, layout, and the crowd! PATHETIC. Gameplay is non-existent, music simple, mentally simple, and it all added up to an incredibly bad piece of software.
R Barnes, Winslow, Bucks

Dear ZZAP!
The graphics are blocky, poor control of the player, sound is a farce and believe it or not the other twenty players stand still while the player with the ball and the one chasing him run around the field like idiots.

As my father is unemployed and I'm still in school I can only afford to buy one game a month at £9.95 and I try to be selective and wait to read reviews before buying. Unfortunately I must have had a touch of World Cup Fever when I walked in to WH Smith and saw row, upon row of these 'carnival' style boxes on display and parted with my money. If slick marketing is anything to go by, the real winners of the 1986 World Cup (at least financially) will be US Gold.
Robert Williams, Tonyrefail, Mid-Glamorgan

Dear Lloyd
Many people are led astray by adverts, and if it's not possible for them to try a game before buying and if they do not buy a magazine such as ZZAP! they rely on the adverts for an impression of the game. Perhaps the best recent example is US Gold's game *World Cup Carnival*. Many people bought the game purely because of the advertising, flash packaging and well-planned release date. Let's face it, no-one would buy the game for its gameplay elements. Yet on Oracle's 'Database', the game was the number one best seller for two weeks, and is still riding high in the Gallup charts.
Gary Wright, Ipswich, Suffolk

HUMMING NOISE

Dear ZZAP!
I have a confession to make to you, I recently bought the June issue of *Commodore User* and forced myself to look through it. But shock horror as I reached page 14 I noticed a review of *V* and the sound was given 6 out of 10 for a boring humming noise throughout the game.

I am still trying to figure out who the 3 year-olds are who review the games for them. I have also stumbled on a useful poke for drawing on the screen, just type: Poke 788,80 and use the cursor keys to draw. Also use CTRL and the CBM key with keys 1-8 to change colour.
Alan Weir, Wood Lane, Liverpool

One of them is your ex-editor Chris Anderson (or at least he was last time I looked, I don't keep myself up-to-date with these things you know). Minter thought we were all 12 year-olds — obviously the age of games reviewers is getting younger every year!
LM

THE SLIPPERY SLOPE

Dear Lloyd,
ZZAP! 64 has gone steadily down hill since issue 1. I only buy it now for the Tips and pokes! And the 'brill' reviews! And the smart competitions! And the Compunet pages! And the news pages! And the ZZAP! Challenge! And the scorelord! And 'exceptionally good value for money' ZZAP offers! And the shadow! And ZZAP Rrap! And Rockford and Thingy's dainty little bottoms! So people who keep complaining if you don't like it don't buy it!, but for heavens sake don't keep; cluttering up our lovely ZZAP Rrap with your very bo-o-oring letters!!!
James T Bennett, Eltham, London
PS I can get 1,909,000 cr on *Mercenary*. It took me two and a quarter hours and I sold everything to the mechanoids, picked them back up with the kitchen sink and sold them to the palyars. So there!!!

Gosh! What an incredibly astute trader you are. Sorry the mag's going downhill every month, we do our pitiful best you know . . .
LM

SUITABLY SNIDE

Dear Sarcastic,
Yes, you're right, I am talking to you, Mangram! You are one sarcastic ...... to put it lightly. Well, there goes my chances of getting this letter printed. Anyway, it isn't even typed and you probably can't even read my writing. However, if you can, read on.

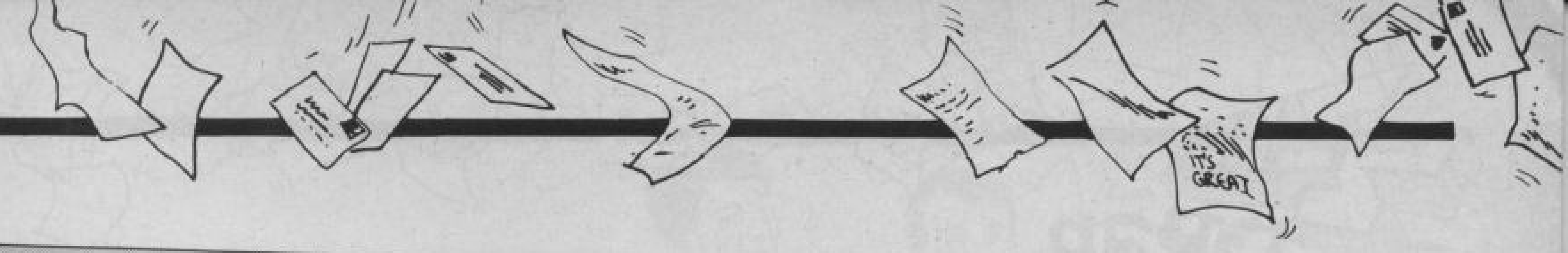
Every letter you print you always have some snide remark or sarcastic answer to give to it if it even slightly pokes a bit of criticism at your magazine. Oh, by the way I have almost every issue of ZZAP! and consider it to be 'excellently excellent'. Two of your favourite words, I believe. Now that the grovelling is over there are a few points I would like to bring to your attention.

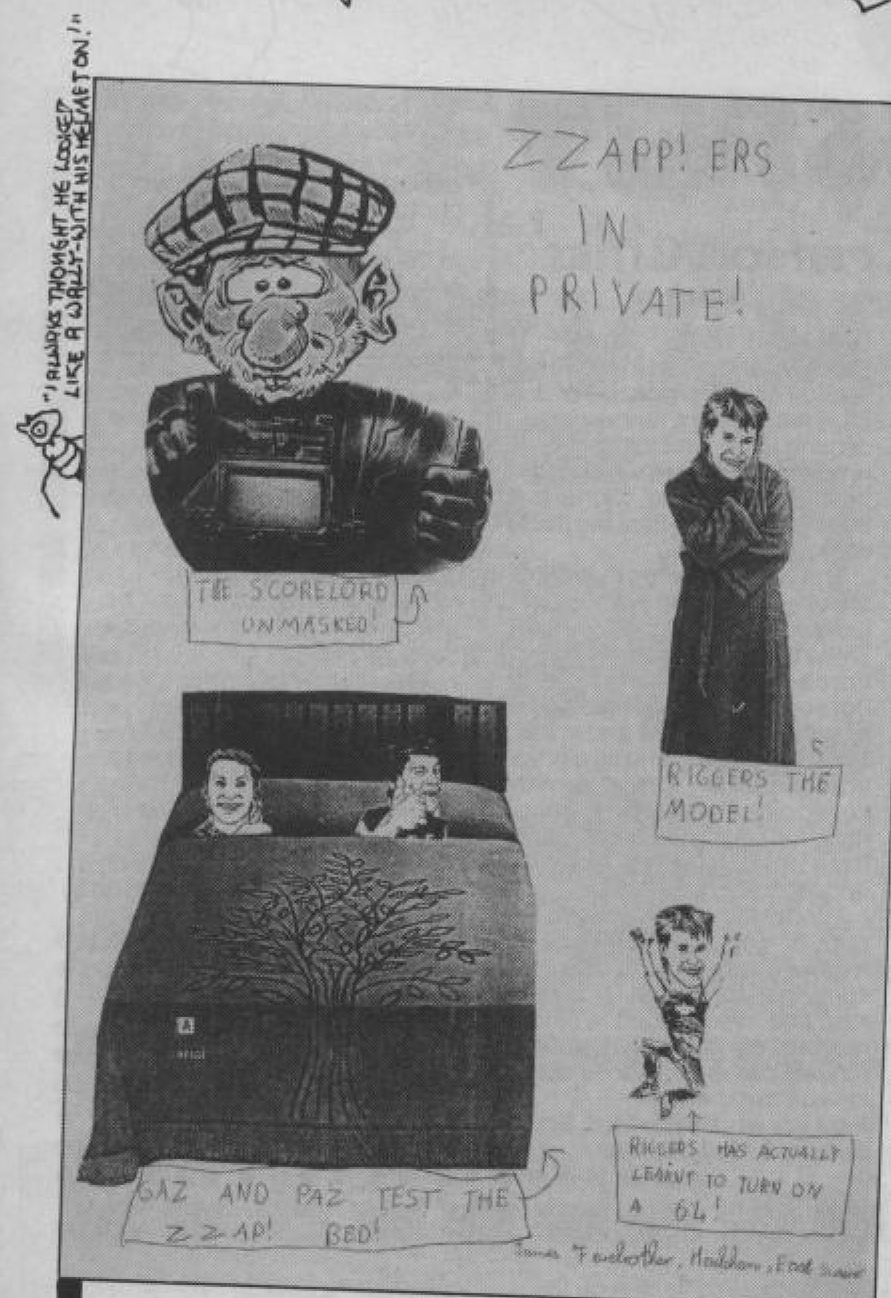
Firstly, why do you have to write 'ZZAP! MAGAZINE' on the envelope when writing to the tips section? You don't have to do it for ZZAP! RAPP or THE SHADOW.

Also, I have never seen a letter complaining about certain cheats not working, eg *Golden Talisman, Spy Hunter, Imhotep, Staff of Karnath* (reset one) *Wizard's Lair, Monty Mole, Boulder Dash* and certain pokes for *Elite* and *Kung Fu Master*. If anyone else writes in with difficulties with these cheats then I think it's your responsibility to print an apology or something. Besides you should check the cheats a few times on different 64's before printing them. Well that's about it. Thanks if you've read this far!
Dermot Hegarty, Co Derry, N Ireland

ZZAP! Tips? The answer is surely self-evident, lots of people just write 'Playing Tips' or something and then the rest of the address, so when ten sacks of mail arrive, the sorters have no idea what pigeon hole to put the letter in — it could easily be for CRASH or AMTIX! I don't print letters complaining about pokes not working for the simple reason I hardly ever see any — they usually get passed on to Gary for checking, and I'm told most of the pokes you've mentioned do work, and they are usually tried out on several different 64s in the building. However, you can't expect us to have banks of the things lying around, now can you? And ME, SARCASTIC! How can you!
LM


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HOW CAN YOU RESIST?





James Farebrother, from Hailsham, E Sussex, has some odd ideas about ZZAP!PERS IN PRIVATE. Gaz and Paz weren't all too sure about their rendition . . . ?

MINDSMEARED, BRAINSTORMED AND GALCORPED

Dear ZZAP!
I read your review of *Tau Ceti* and was eventually convinced it was well worth forking out ten quid for. But much to my delight, lo and behold, a chance to get a copy FREE! All I have to do is find sixteen words in a box of letters — easy!

Not the case. As it turned out one word, GALCORP was not there. This is July/August, not April 1st — and yes I was taken in by that stupid preview of a game called Brainsquidge or whatever.

Well, unless this muff-up is exclusive to my magazine only, you're probably going to be lumbered with fifty copies of *Tau Ceti*. Anyone else have a wordsearch without GALCORP in it?

And that's another thing, winge, moan, grumble. Everything is not 'woopy doo' with the page numbering, nit-pick, nit-pick - I'm hyper-critical. On page 3, under ZZAP! Prize competitions, the CRL *Tau Ceti* comp and the Bug-Byte compact disc player comp were on each other's pages if you see what I mean (p67 and p100 swapped round). I kept having to search through for the *Tau Ceti* comp until I discovered the mistake.

Yes, well I think that's enough moaning for now, and onto a nice subject, the word CRAP. I've seen it several times in the last two issues — several times in ZZOP! 64, but that's excusable since it was probably the turgid trio's day out from the asylum, and in A V BAD REVIEW Paul called your *V* review crap and good old Riggers as well. I quote, 'A really crappy poker game'. This was in reference to that failure, *Sam Fox Strip Poker*.

For once I'm not complaining.
Jim Davies, Edgbaston, Birmingham

Okay, you're right! There was no GALCORP to be found. Stupid comps minion! But fear not, the sorters have been told to ignore it and treat all the entries (huge amount too) as usual!

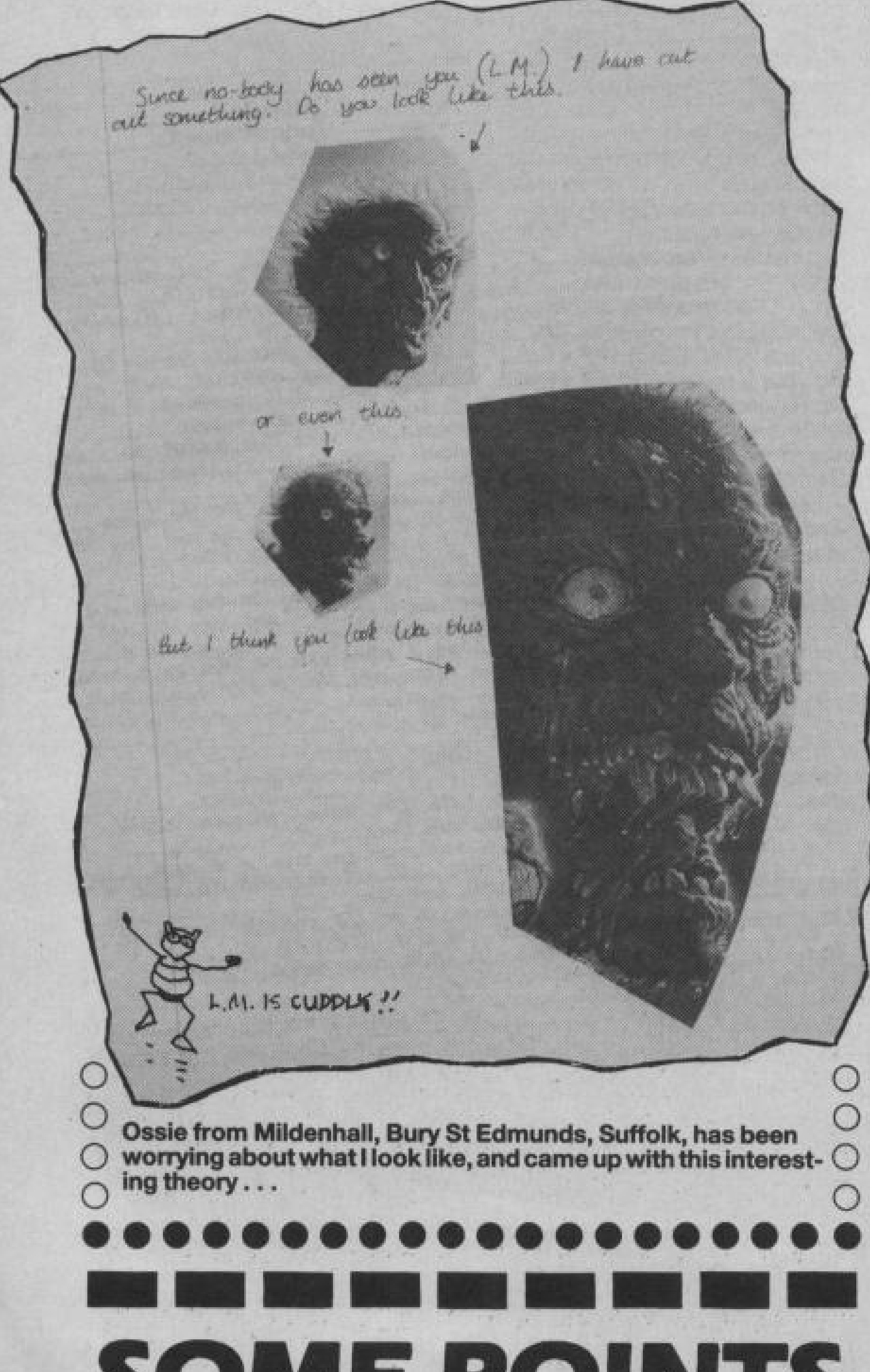
The official explanation for the comps page swap is — 'Oh dear'. Thanks 'art'.
LM

UP THE PALACE

Dear ZZAP!
I am writing this letter in favour of Palace Software. Recently I purchased *Cauldron II* from Edgeware Road while shopping on a Saturday. When I got home I rushed upstairs and loaded the game, but it would not load. So I cleaned up my head and adjusted it, but still the game would not load. I couldn't go back all the way to Edgeware Road because it was already 5 o'clock and I couldn't wait till next week, so I wrote a letter to Palace about the game and sent them both back. On Friday I received a nice letter with a new copy of the game, which loaded perfectly. So there you go. I hope you will print this letter, it shows that software companies do care, well at least this one does.
H Dhimar, Harlesden, London NW10

Nice to see someone's nice! I'm sure nice Mr Pete Stone of Palace will be delighted.
LM

ZZAP! RRAP



Ossie from Mildenhall, Bury St Edmunds, Suffolk, has been worrying about what I look like, and came up with this interesting theory . . .

SPLIT PERSONALITIES

Dear Lloyd,
I have recently read in the Rrap section of your magazine of July 86, a letter from a reader concerning unfair practice in the reviewing of games which are to be offered as prizes. I agree that there is a problem here but it also works both ways.

The writer believes that if you are offering a game in a competition, you give it a good review. This may be true in some cases, but also I have noticed a large rift between your stated opinions of a game in the review and in the synopsis of the game as a prize in a competition, if the aforementioned game has received a poor review. This is pure hype, something which you say you are opposed to.

I understand, that as such a popular magazine, you must receive a very large volume of correspondence, but I hope you read and heed this letter, (and maybe even publish it, so other readers can express their opinions on this matter).

Paul Brown, Bottesford, Scunthorpe, S Humberside

PS This letter was written on a PCW 8512, a machine which I noticed lurking in the background of some of your photographs (I think).

In the main, competitions occur before a game is out or reviewed, so it's easy enough for the Comps Minion (bless his broom cupboard) to wiffle on happily in the knowledge that he isn't hyping because he hasn't seen the game. In fact those who write reviews and those who deal with comps are really quite separate, so the suggested connivance isn't there, just (occasionally) coincidence. Of course it's nicest of all when a comp can be written for a game that everyone does admire.

Yes, you're right, Paul, those things 'lurking in the background' are PCW 8512s — everyone has one (except me of course) for writing. I stick to my old Hermes typewriter, I find more satisfaction from the finger-plunging key stroke of an old, well-oiled machine than I do from the soggy tappy-tap toy keyboards of these new-fangled computer things. After all, typing is honest work, you should sit up straight, upright over the keys, not like Julian Rignall, lounging back on his chair, keyboard on lap, stroking the keys like they were his girlfriend!
LM

SOME POINTS

Dear Lloyd,
I have read ZZAP! from the start and would like to raise some points as well as suggest some.

Firstly, the criticism; 1 On page 108 of issue 15, Julian Rignall seemed to think that the company, Americana, had released *Moon Shuttle* because of the NASA shuttle disaster, and probably thought that they were trying to gain from someone else's loss. To quote: 'Har har har. I think US Gold are a really jolly bunch of japers indeed! Moon Shuttle-boom! Har har har.'

Whether his argument is valid (which I doubt very much) or not, this is not the point. The point is, that on page 112 of the same issue, somebody has written a far more 'sick joke' than releasing a game called *Moon Shuttle*. 'Apart from glowing fluorescent Chernobyl green in the dark,' I don't think a radiation leek is really very funny, especially when people die; more people than died in the shuttle disaster. I don't know if Julian Rignall did write the review or not, but if he didn't, I think he should start criticising his own colleagues before moaning at innocent American software, companies.

2 I am sure I am not the only person to recognise two of the pictures in the Art Gallery, in your last issue. The two pictures, Eyeball and Tiger, have both been copied from the collection of pictures supplied with the *Koala Pad Touch Tablet*. The two pictures Eyefull and Toiger (as they are respectively known as) are both protected by copyright, which is clearly written on the disk, which our hacker 'friend' Chris must own.

3 After reading your Budget section, it seems that some cheap games are prejudiced, due to their quality, without taking in the price of the game. The solution to this is a new marks category called, maybe, VALUE. This can be worked out by dividing the overall percentage, by the cost (to the nearest pound). For example: to compare a £10 game, which had a rating of 75%, with a £3 game, which had a rating of 54%. The value of game one would be $75 \div 10 = 7.5$, while game two is $54 \div 3 = 18$. From that it can be seen that although game one had an overall better mark, the low price of game two compensated the average mark of 54%. This can clearly show that game two is better from a buying point of view. If this new category could not be fitted into a review, there could be a monthly guide to the 'best buy'.

4 As *International Soccer* is still the best soccer game around, why not have an *International Soccer* Tournament, which I'm sure the Scorelord could arrange. To avoid a mass entry, a minimum level of skill must have been reached by each entrant (maybe level 9 against the computer).

ZZAP! is still the best magazine around for the Commodore, and I'm sure my first two complaints are just two bad eggs in an otherwise perfect publication.

Duncan Hale, East Barnet, Herts

PS Out of the 60 sizzlers you have awarded to arcade games, 33 have been by British firms, while out of 17 gold medals, 10 have gone to software houses in this country, which proves that through all the gloom and doom, the computer industry in this country is still strong.

I doubt whether Americana's game and the shuttle disaster had that much to do with each other since both were probably in progress simultaneously. The Chernobyl 'joke' was hardly at the expense of those who suffered, more at the Russian's for their general attitude both before and after the disaster, and more reflects people's attitudes to nuclear reactors in general. As to the Eyeball and Tiger pictures, I published a letter from Audiogenic last month (16) on the matter. A VALUE rating sounds like a good idea, although you would be surprised at the extra work it would entail on every review! Over to GP on that one, and over to JR (Scorelord's minion) on the International Soccer *tournament!*
LM



THE EVER EFFERVESCENT TEAM



Dear Lloyd,
I feel that the main success of your magazine centres around the effervescent reviewing team. At their head is the candid Gary Penn; he of the inhuman grin, tongue-in-cheek humour and strange habits (eating whole Kit-Kats in one bite, shoving numerous joysticks down his pants and wearing girls' nighties to name but three)!! Moreover, Mr Penn is an excellent reviewer hitting the pages of ZZAP! with his literary humour.

Second-in-command, Julian Rignall; a man of unique tastes (for who else would have a hairstyle like that AND eat Pot Noodles for breakfast)? Aside these slight idiosyncrasies, Mr Rignall knows what he's talking about when it comes to computer games — if Mr Rignall likes a game he'll say it, indifferent to what anyone else thinks. His opinions are invariably correct.

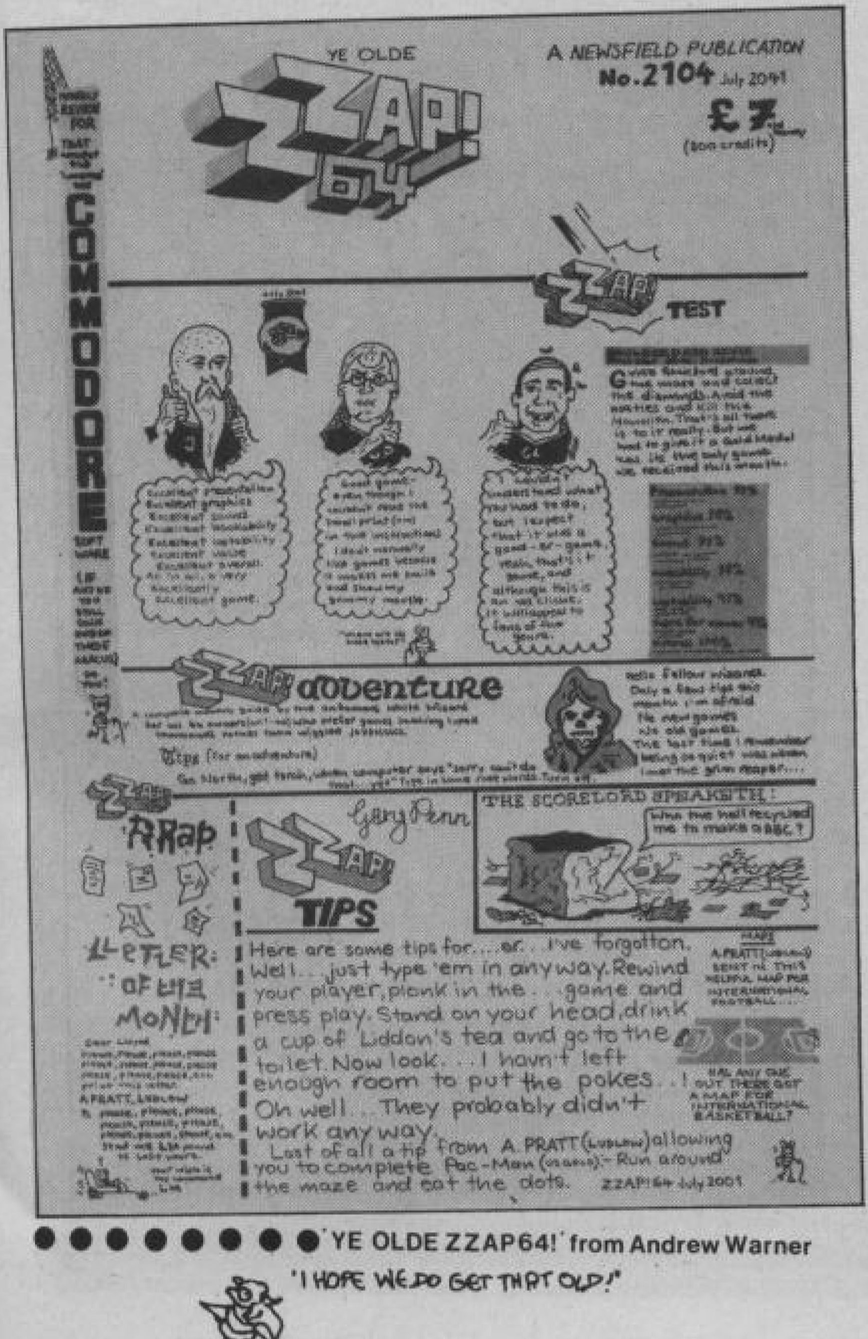
Paul Sumner is another who does not mince his words; his intellect and level-headedness shine through in a review, making him a trustworthy character whose comments are seldom wrong.

As for Gary Liddon; OK so he's an insane tea-boy who enjoys spilling his guts out onto games he doesn't like — this doesn't stop him creating informative and often funny articles on potentially boring subjects. This side of his nature is also encountered in Mr Liddon's reviews. (I must admit I am sad to see you go, Mr Liddon I shall miss your humanist activities among the pages of ZZAP!).

And last but not least is the enigmatic Sean Masterson only he, together with Mr Sumner, can be considered as down-to-earth, both capable of giving an informative and impartial review. With the weird and wonderful antics of the two Garies, it is pleasing to find a moderately sane person lurking in the depths of ZZAP! Towers. More importantly, whatever happened to Mr Masterson's strategy reviews. May have sadly been declined from the past two issues?!

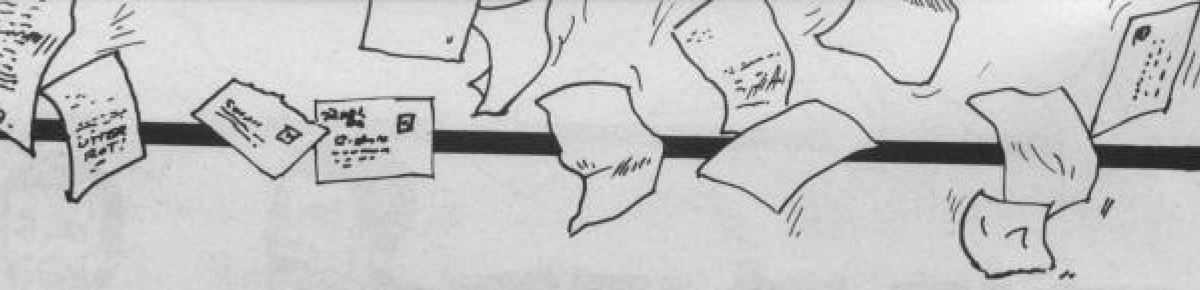
As a final note since Mr Liddon has left ZZAP!, may I suggest a replacement — the most beautiful adorable gorgeous woman in the world, Claire Hirsch. If such an event is not in the making could we at least have an interview, similar to those with Tony Crowther, Andrew Braybrook etc. Failing that any further pictures of the fair maiden would be gratefully received by the majority of your readers, including myself of course.
Matthew Spencer, Barnsley, S Yorkshire

This sort of letter only serves to make them effervesce more vividly, a bit like freshly opened lemonade when it reaches the top of the glass unexpectedly and then goes everywhere. You shouldn't do it, and I suspect you are a pseudonym for their collective mothers. Besides which, I'm miffed. You left me out and I'm the only sane one around this place. This is no way to earn yourself Letter of the Month status you know.
LM



'YE OLDE ZZAP64!' from Andrew Warner





ZZAP! RRAP

BAMBOOZLED

Dear ZZAP!
Brilliant, superb and very funny yer I'm talking about *World Cup Carnival*, but wait before you start screaming crap I'm talking about the review and not the game.

Anyway less of this idle banter — please could you give me some technical advice. One night my friend was approached by a rather shifty character in the local public house. He claimed that with a few simple modifications he could turn his Speccy 48 into a Commie 64. At first my friend told him to go forth but after a few halves of the amber nectar my friend changed his mind after the chap said he worked on main frames every day. That weekend the lad came round to carry out the modification armed only with a soldering iron and a few pieces of wire. It took him only half an hour to do the up-grade but when my friend brought in the tea instead of seeing the 64 title page the screen was blank. The lad told my friend that the speccy had passed away or using his words, 'The rom has been erased.'

My friend still brandishing his now redundant Quickshot II joystick started weeping openly. The lad made a quick exit telling us that buying a new computer would be the best bet.

Do you think that the work carried out of his computer will affect the warranty?
Gullible Steven Rayner, Abbey Hey, Manchester

Nah! Commodore are nice people — but wait, is it Sinclair we're talking about (or even Amstrad now)? Your friend's computer has undergone a sex-change operation. Legally speaking is it Spectrum or a Commodore now? Better get a doctor's certificate first as proof of identity at erasure time.
LM

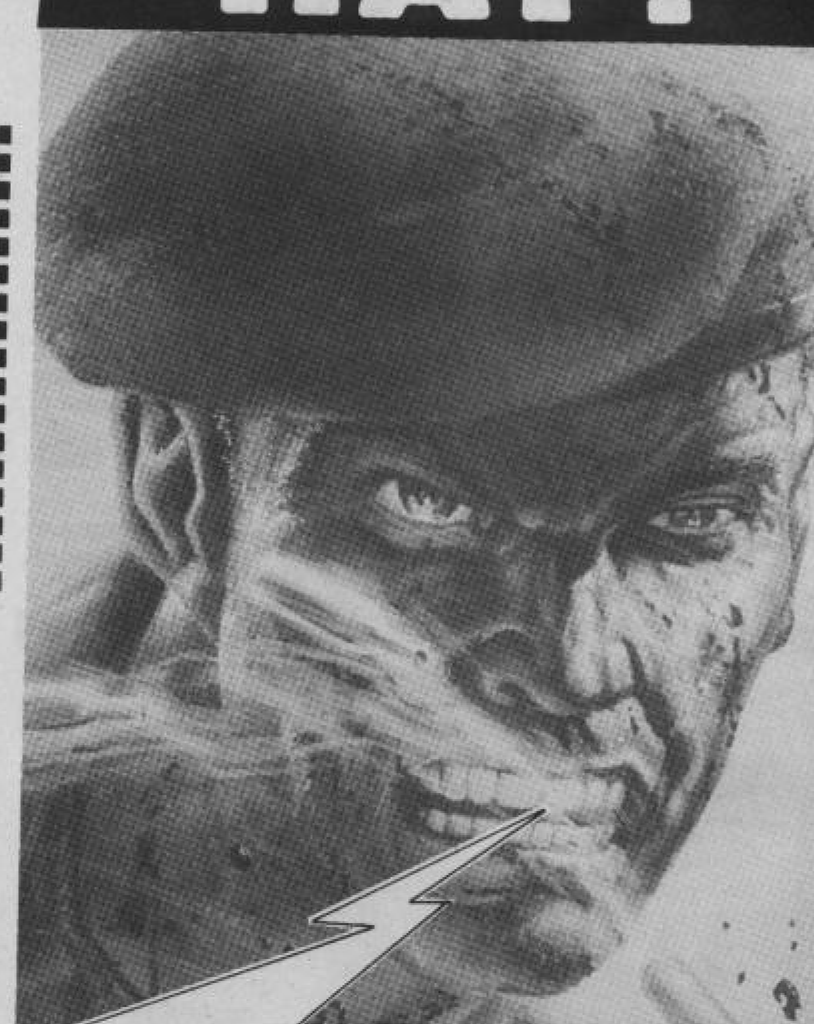
UPSET GOLFER

Dear Lloyd,
You asked for some serious letters so here is one. I've always thought (and known) that Penn is a pish artist but the snide comments displayed by his dog-like digits in the *Golf Construction Set* review (issue 15) left no doubt. Alright, the computer game was dross but such comments as 'laborious and unexciting to play, just like the real thing?' and 'I doubt that there are many hardened golfers with computers about,' are critical of the noble game itself and nicely represent his ignorance and single-mindedness. Firstly, golf is one of the (and probably THE) hardest sport in the world — I have no doubt that Penn has a fraction of the mental and physical skill required — and as such nobody who has not played the game has a right to criticise it. Secondly, as you might have guessed, I am a golfer (a hardened one at that) as are ten of my friends; all of us have computers and none of us is rich and we are all 16 or under. Therefore, Gary 'object' Penn, consider yourself well and truly shot down in flames.
Adrian Lowery, Chorley, Lancs


I'm must admit that I'm not overly enthused by this golf simulation. The packaging is good, as is the documentation which is plentiful and comprehensive. Although the graphics are reasonable the sound is weak and virtually non-existent. But what really puts me off Golf Construction Set is the number of selections that have to be made just to play a single shot. It may well be true to life, but it does make Ariolasoft's computer golf laborious and unexciting to play. Just like the real thing? Well, that depends on whether you like golf or not, but I can't see Golf Construction Set appealing to anyone other than hardened golfers with computers, and I doubt there are that many about.

Well I agree with you, Adrian, on one point, golf is a very fine game. I'm not so sure I agree that because he hasn't played the game, Gary hasn't the right to criticise it. Lots of people have never painted but feel they have every right to criticise paintings in galleries. Surely it would be fairer to say that no one has the right to criticise golf who has neither played it nor ever seen it being played?
LM

EAT YOUR HAT!





Dear ZZAP!
What the £%?! do you think that you are playing at!? Green Hat indeed! This is an absolute insult to all the elite forces the world over.

Do you know what it takes to earn a BERET of this stature whether it be Paratrooper, Marine, SAS, or American equivalent — Delta Force, Green Beret etc?

This is why all other soldiers who don't have to earn their berets are called crap HATS, HATS, HATS!

So I think that an apology is in the highest order.
Yours sincerely, A Beret Wearer

I think Julian was responsible for that one (he said, crawling out from under a Rambo look-alike with a bayonet held to his throat). Honest, we'll never use the word H-- again, or I'll eat my hat — oops!
LM

No, it's no good, I just can't go on any more. The bridesmaids are arriving at the Cathedral, and everyone's getting so excited that I'm being distracted. Enough's enough, and I'm packing my typewriter away for another month! You know the address: ZZAP! RRAP, PO BOX 10, LUDLOW, SHROPSHIRE SY8 1DB. I'll be back next month — let's just hope there's no royal birth in between to get everyone excited again.

Any more realistic and you'd need insurance to ride it.

There are two guys in front. One coming up from behind. And another just off your elbow. The screams of the bikes are deafening.

The wind is pulling your face off your head. Your adrenaline is pumping like Hoover Dam.

You kick your bike to the right. He's bumped. He's flying. You push on.

Take your eyes off the road for a millisecond, and you could end up a *part* of the road.

It's all a blur. No time to think. You've just gotta pump it. The next turn's the steep one. Bank, bank! The curve's wide open, but the screeching wheels of the bike in front are kicking gravel right in your...your...

You hear a phone. A phone? Hey, wait a minute. This isn't a bike. It's a chair. It all comes back now. Yes. You're home. The pizza's here. The computer's on. Looks like it's going to be another quiet night after all.





On Super Cycle™ If it were any more realistic, you'd need insurance to ride it.

Commodore 64	Disk	£14.95
	Cassette	£9.95
Spectrum 48K	Cassette	£7.95
Amstrad	Disk	£14.95
	Cassette	£9.95

SUPER CYCLE

Manufactured in the UK under license from Epyx by
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Screen shot from Commodore 64/128 version of game.

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EPYX™ COMPUTER SOFTWARE

ZZAP! TEST

ARAC

Addictive Games, £9.95 cass, joystick or keys

After remaining dormant for over a year now, Addictive are back with an arcade adventure featuring their new hero, Arac — short for Arachnid.

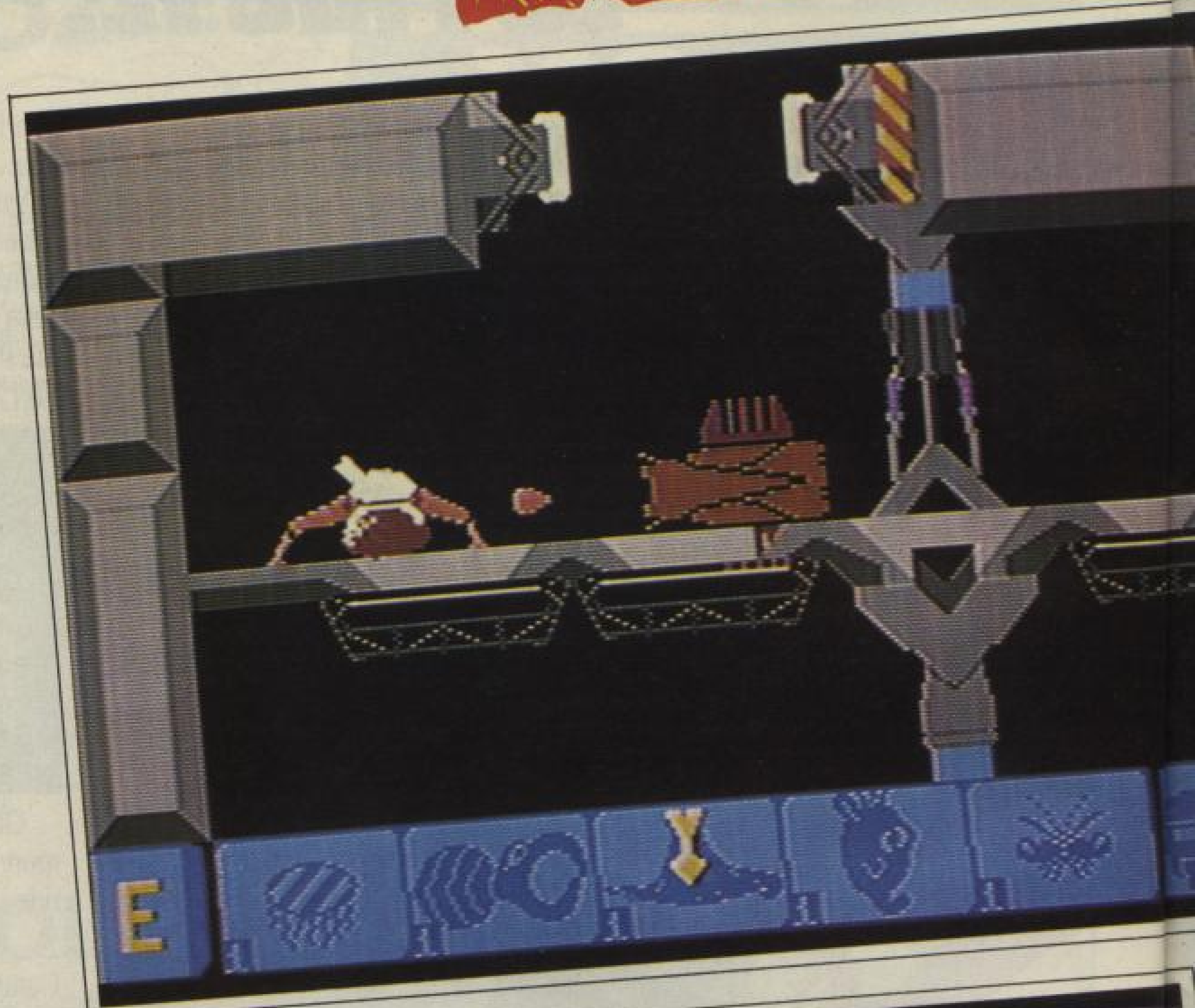
Arac is really a droid. He can glide left and right, and climb vines and other assorted shrubbery by a kind of springing action. Protruding from the top of his head is a spout from which he ejaculates his nets. Now you might be wondering what he is doing throwing nets about — well, it's quite simple really . . .

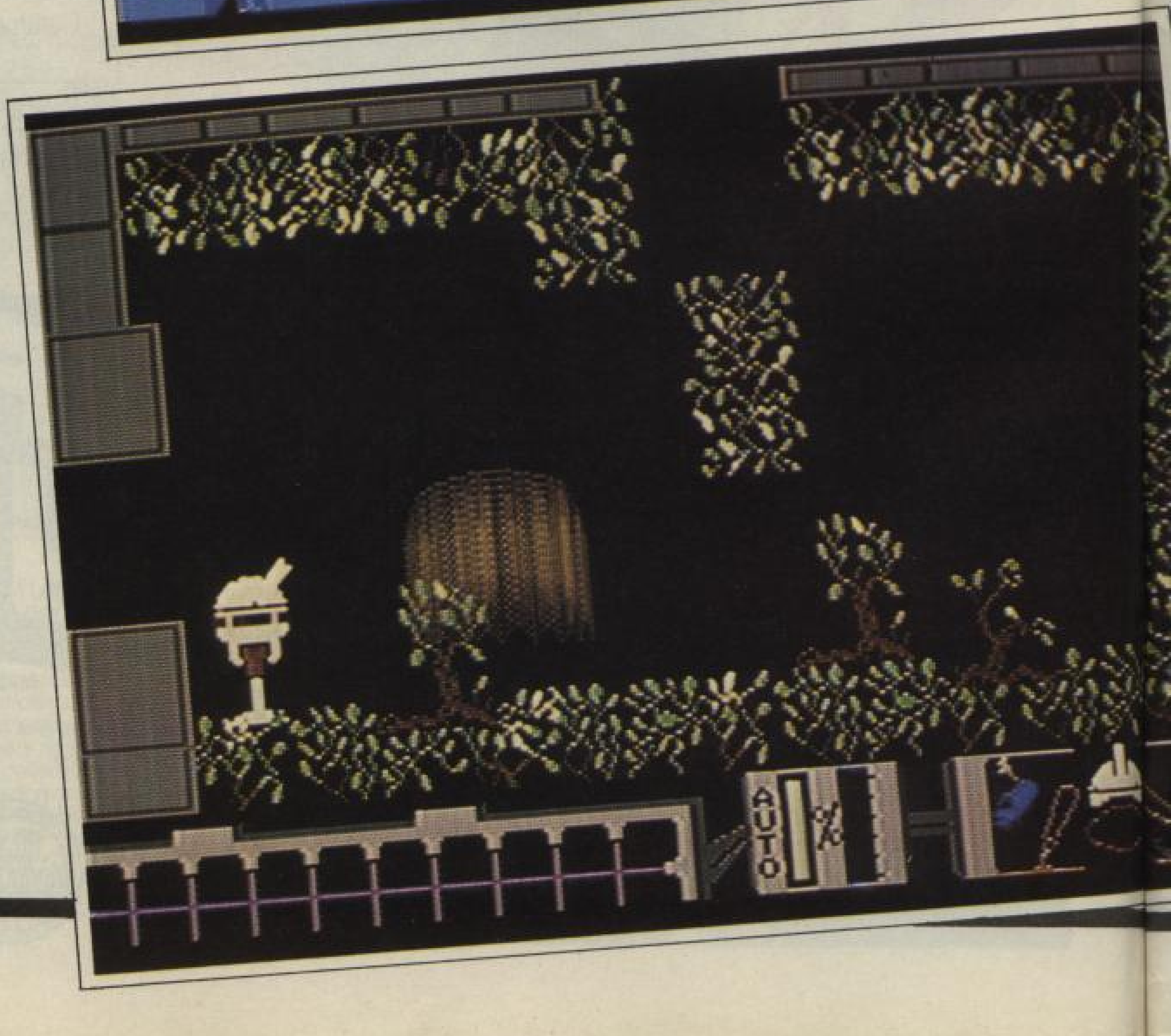
To transform Arac into a spidery type creature — which is what he really wants — you must guide him around a maze capturing all sorts of helpful creatures. A net is launched by pressing the fire button, and it continues flying until the fire button is released. Pushing up on the joystick increases the trajectory of the shot.

There are five different creatures, and each has its own characteristics. The MALEVOLENT MAN O' WAR is a sort of jellyfish which absorbs a great deal of energy and must be stunned before it can be netted. The BIG BORER lurks in the undergrowth and takes the occasional nip at any passing vine climber. When harnessed it can prove extremely useful as it can gnaw through various walls, mak-

Original and refreshing games on the Commodore seem few and far between these days. Arac is one of those rarities. It's a very unusual, and graphically excellent arcade adventure where you have to explore a one hundred location complex and shut down the reactor. Doing so is a difficult task and it requires quite a bit of thought and arcade skill to do so. All the locations are extremely well drawn with great use of colour giving a very pleasant overall effect. The main sprite is brilliant, especially when it goes into arachnid mode, and the animals inhabiting the complex are all big and nicely animated too. Sound is lacking, but you can't have everything. If you're into arcade adventures then give this a go — it's well worth the money.











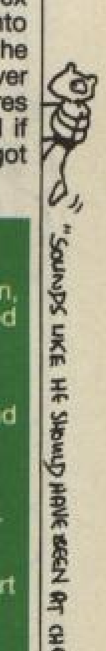


ing Arac's exploration that much easier. Unfortunately it escapes after use, so another has to be captured if Arac wishes to bore again.

RAYS flounder around, and are helpful when caught as they can blind radars. ROCK HOPPERS are very nervous and energetic, but really quite useful when it comes to collecting an arachnid add-on. STINGERS absorb Arac's energy on contact, but enable Arac to fly when attached to his head.

One of the reasons why it is nice to be a spider, is that it is a darn sight easier to move around. Arac doesn't have to bother with all this pansy bouncing — as a spider he can fall upwards and walk along the roofs. But in order to be able to transform into a spider, he has to find two legs and a bulbous body. Only then, when all this force is gathered, can he attempt to deactivate three reactors in the fortified Citadel, guarded by a bunch of highly aggressive robots.

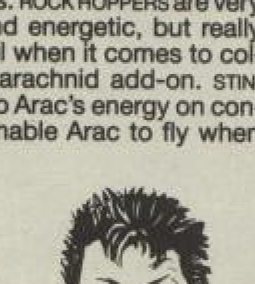
Once in the Citadel Arac must make his way through the complex maze, past the sentries, and into the heart of the building where he must stop the reactors from over heating by shooting out the cores before they burn through. And if that wasn't enough, he's only got thirty minutes — at most . . .





I like Arac, he's a cool droid. The game itself is the best arcade adventure I have played for yonks — OK, so the sound isn't up to much, but the excellent gameplay makes up for that. A neat feature is the option to choose a short game — playing this version allows you to use Arac in his arachnid form without having to collect all the pieces first.

This makes the game playable for the hardened arcade player and the novice alike. The graphics are excellent and it really deserves to do well.



I've never liked Football Manager, *and* Software Star *was even worse. As for* Stringer *. . . well, the less said about that the better. Basically, I don't think Addictive have ever released anything of merit on the 64. Until now, any way.*

Arac is great — one of the more playable arcade adventures available. The graphics are really neat — well defined with plenty of colour — but the sound is awful. Still, the game itself is cool and should not be missed.

Presentation 92%
Long or short game option, adequate title screen and good use of icons.

Graphics 94%
Large, well animated sprites and colourful backdrops.

Sound 10%
Weak FX and very little of them.

Hookability 94%
The choice of a long or short game makes it easy to get into.

Lastability 93%
Lots to see and do.

Value For Money 90%
Worth any arcade adventurer's time and money.

Overall 93%
A neat arcade adventure with many unusual touches.



September 1986

GHOSTS 'N' GOBLINS

Elite, £9.95 cass, £14.95 disk, joystick only

ZZAP! GOLD MEDAL AWARD



It was a cold, harsh and miserable night in the middle of Winter (ah! cold, harsh and miserable it was!), and Mr Knight was sitting in his cosy semi-detached hut, enjoying the company of his prospective spouse, Ms Damsel. There they were, talking about the weather (cold, harsh, miserable), when suddenly, in burst Mr Demon, a fat, red Demon King with an acne problem. With a look of abject lust in his eyes, he whisked away the frail form of the distressed Ms Damsel into the night, without so much as a by your leave.

'Dastard!', proclaimed Mr Knight, and off he strode after Mr Demon, determined to reclaim his property (bit of a chauvinist is Mr Knight). But, he soon found that the path to true love is a long one, and fraught with ghosts 'n' goblins . . .

Clad only in a pair of brown underpants and a suit of armour, Mr Knight has to make his way through the Demon King's domain which comprises of four different areas, full of evil creatures which must be shot or avoided. He has three minutes to pass through each area, and failure to do so within this time limit results in the loss of a life.

The first time Mr Knight collides with one of the Demon King's underlings he loses his armour, and has to continue with only his undies to cover his modesty. So amused by this are the undead (ha ha! he he!), that they temporarily forget about Mr Knight, thus allowing him safe passage for a few, vital seconds. However, they quickly recover their composure,

THE DEMON KING'S UNDERLINGS

ZOMBIES rise out of the ground and take a quick stroll, some brandishing pots which contain either a valuable item, such as a statuette or a bag of coins, or another weapon. If the zombie is shot or returns to its resting ground, then the contents of the pot are left behind for the taking.
LARGE RED RAVENS usually attack Mr Knight on sight.
CARNIVOROUS PLANTS spit deadly venom on sighting Mr Knight.
DEMONS lie in wait and must be shot many times.
GHOSTLY KNIGHTS bob up and down across the screen, some carrying pots.
GHOSTLY MONKS fly overhead, brandishing — and occasionally dropping — spears.
THREE FAT OGRES guard the entrances to further levels, and must be shot several times. A key then falls from the sky, and when collected it allows access to the next level.
SMALL FAERIES flit about the screen, some carrying pots.
BOMB JACKS hide inside derelict buildings, and on espying Mr Knight they attack.
FAT GHOULS pace back and forth derelict buildings, dribbling evil white phlegm on passers by.
BATS hang from the ceiling of the cave, and swoop down when they smell Mr Knight.
TWO HEADED STATUES turn slowly from side to side, spitting deadly spheres as they do so.

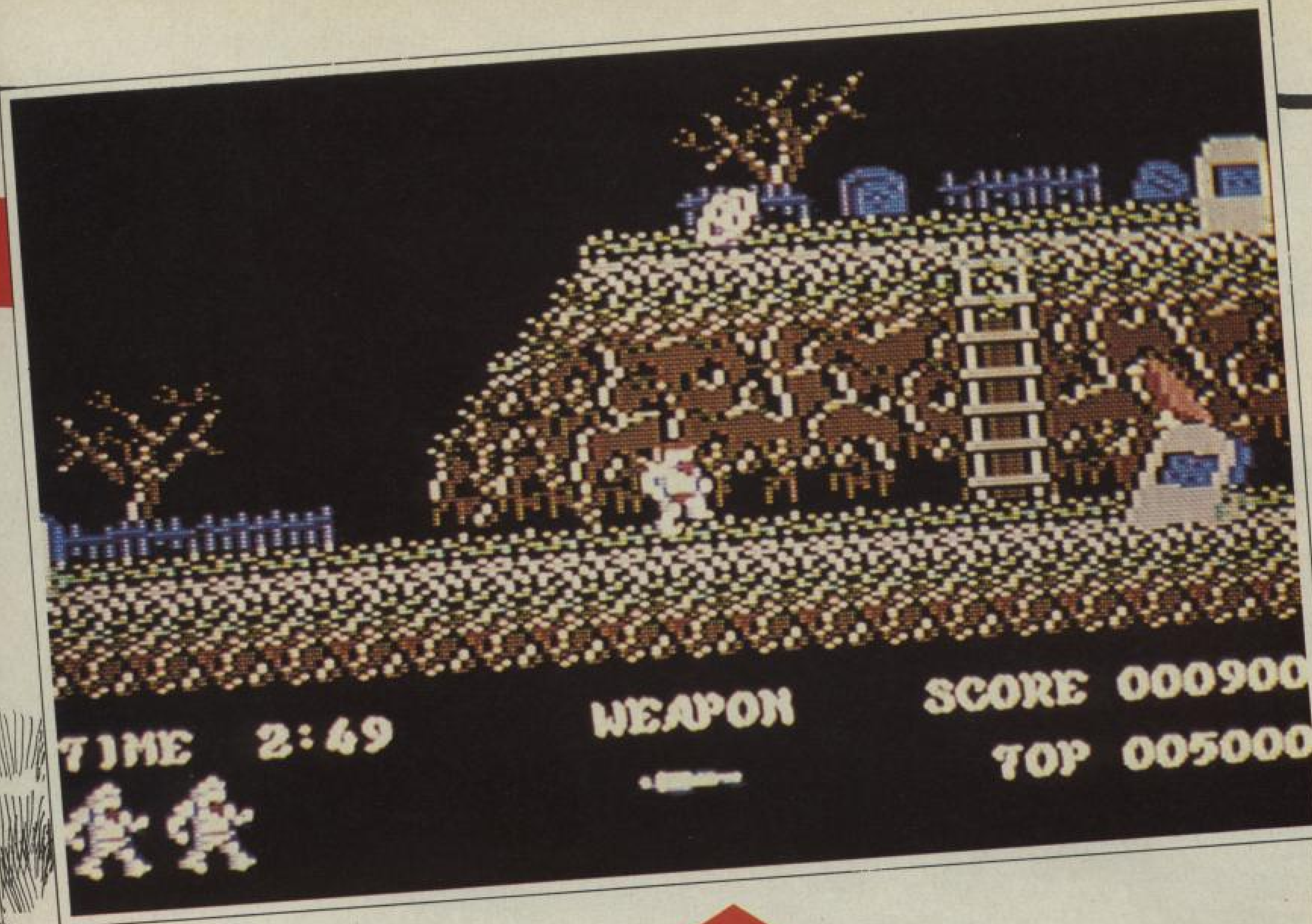
At last, Elite have released a decent arcade conversion on the 64, in fact the best to date. Chris Butler has made a marvellous job of converting the game — just think what he could have done with Commando *if he had been given more time. Mark Cooksey's music and FX are also superb — very atmospheric — which surprised me somewhat since his* Bomb Jack *music was poor to say the least. Anyway, I love* Ghosts 'n' Goblins, *it's brilliant. I've played it and played it, and completed it and completed it, and I* ***still*** *play it.*



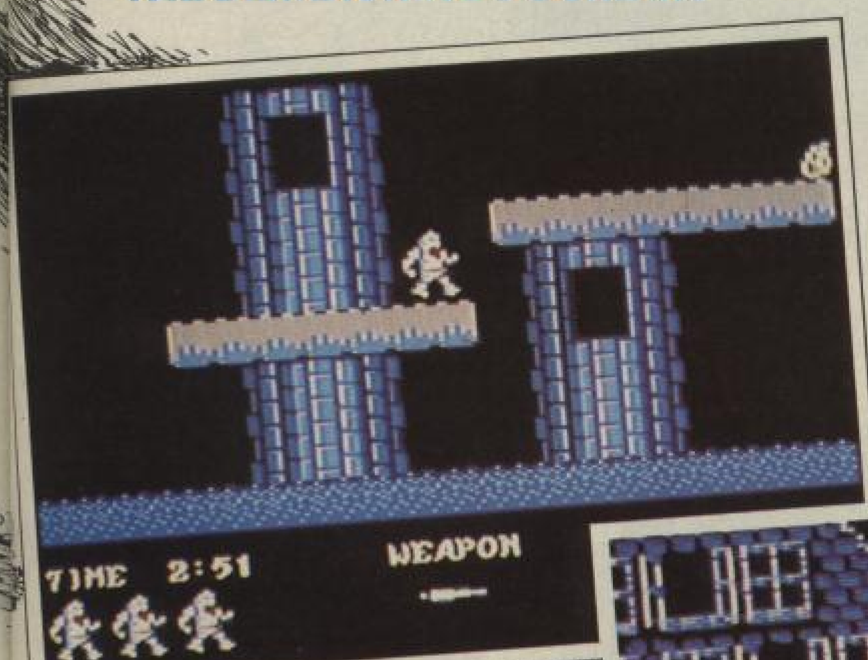


I've been waiting for this since I saw the Spectrum version, and the wait has been worth it.

Ghosts 'n' Goblins *is a brilliant translation of the arcade game, and well worth a tenner. The sound complements the game perfectly, and it grows on you the more you listen to it.* Ghosts 'n' Goblins *is very playable and addictive, I've ended up playing it all day. After the disappointing* Bomb Jack, *the people at Elite seem to have got the right Commodore mixture.* Ghosts 'n' Goblins *is one of the best arcade-Commodore conversions of this year. One to break the summer blues, if you miss it you'll regret it.*



THE DEMON KING'S DOMAIN



THE GRAVEYARD
Several gravestones to jump and zombies to kill. Watch out for the ravens and carnivorous plants, and the demon at the end.

THE FOREST
A couple of small pools to jump, and many ghostly knights and monks to kill. Beware the fat ogre!

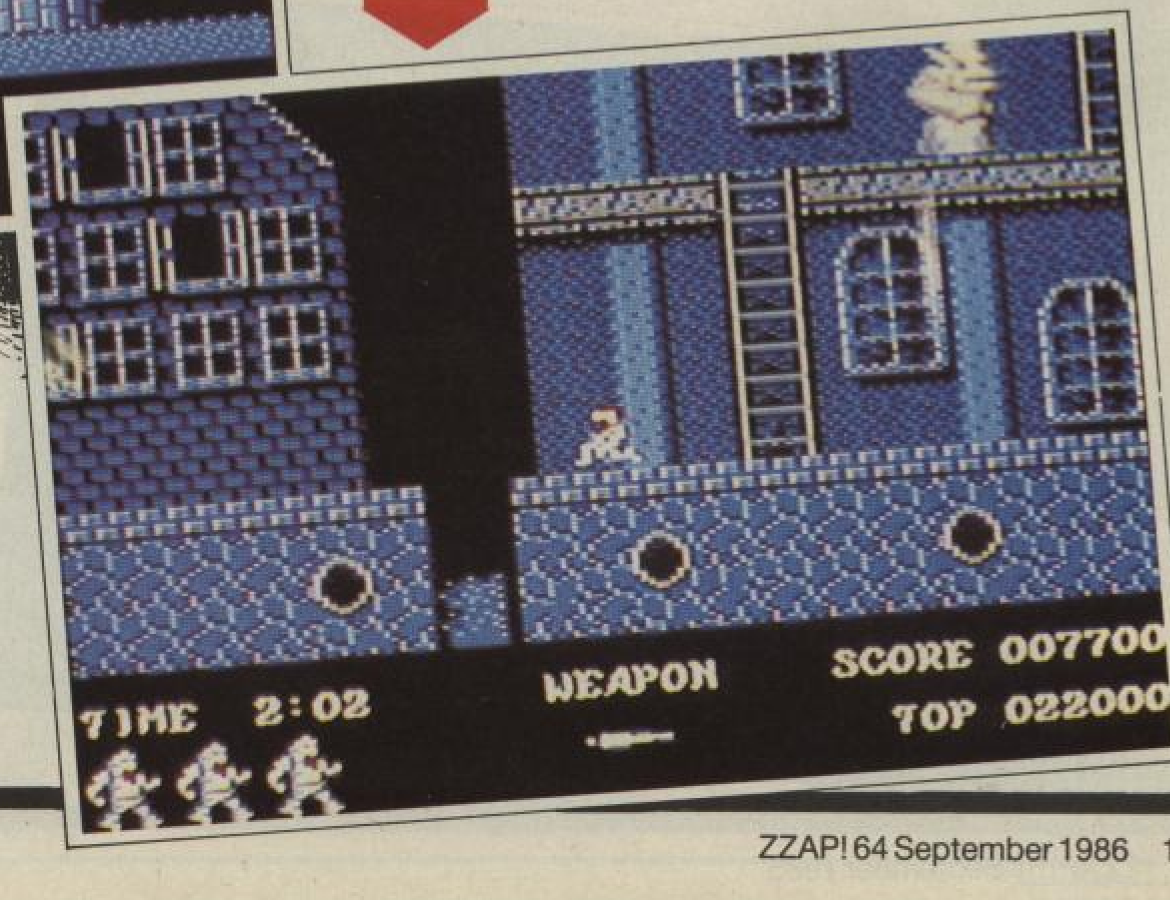
THE ICE PALACE
A devious arrangement of platforms to negotiate, and umpteen faeries to kill or avoid. There's also a carnivorous plant to contend with.

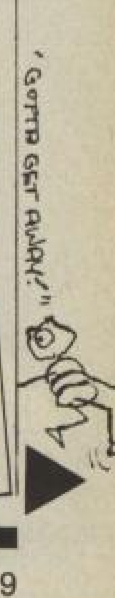
THE GHOST TOWN
Lots of ladders, platforms, Bomb Jacks, fat ghouls, and ravens. And then there's a fat ogre . . .

and a second encounter proves fatal for the knight in shining undies.

Fortunately, Mr Knight is initially armed with an infinite supply of sawn-off lances which can be thrown at anything that looks remotely ominous. Other weapons can be picked up along the way, such as fire, swords, hatchets, and shields. Some weapons are more convenient than others, but only the most recently aquired weapon can be used.

If Mr Knight manages to rescue Ms Damsel, then, just like a bad dream, he has to start all over again . . .





ZZAP! TEST

GHOSTS'N GOBLINS

After playing the arcade game at the local fair I've been waiting for this with baited nostrils. When it finally arrived I was amazed, it's absolute perfection! In fact, if it was a female I'd ask it back to my place! The graphics are really brilliant with the best sprites I've ever seen outside an arcade, and the backdrops are just stunning, something I thought wasn't possible with the Commodore's sixteen colours. The game plays incredibly well too, and although in places it's not completely faithful to its arcade counterpart, it's more absorbing than anything else I've played this year — I was glued to it for hours and hours and hours. Dropzone was previously my favourite game on the Commodore, now I can safely say that a year later, Ghosts and Goblins has ousted it from its position. And that's about the highest recommendation I can give.



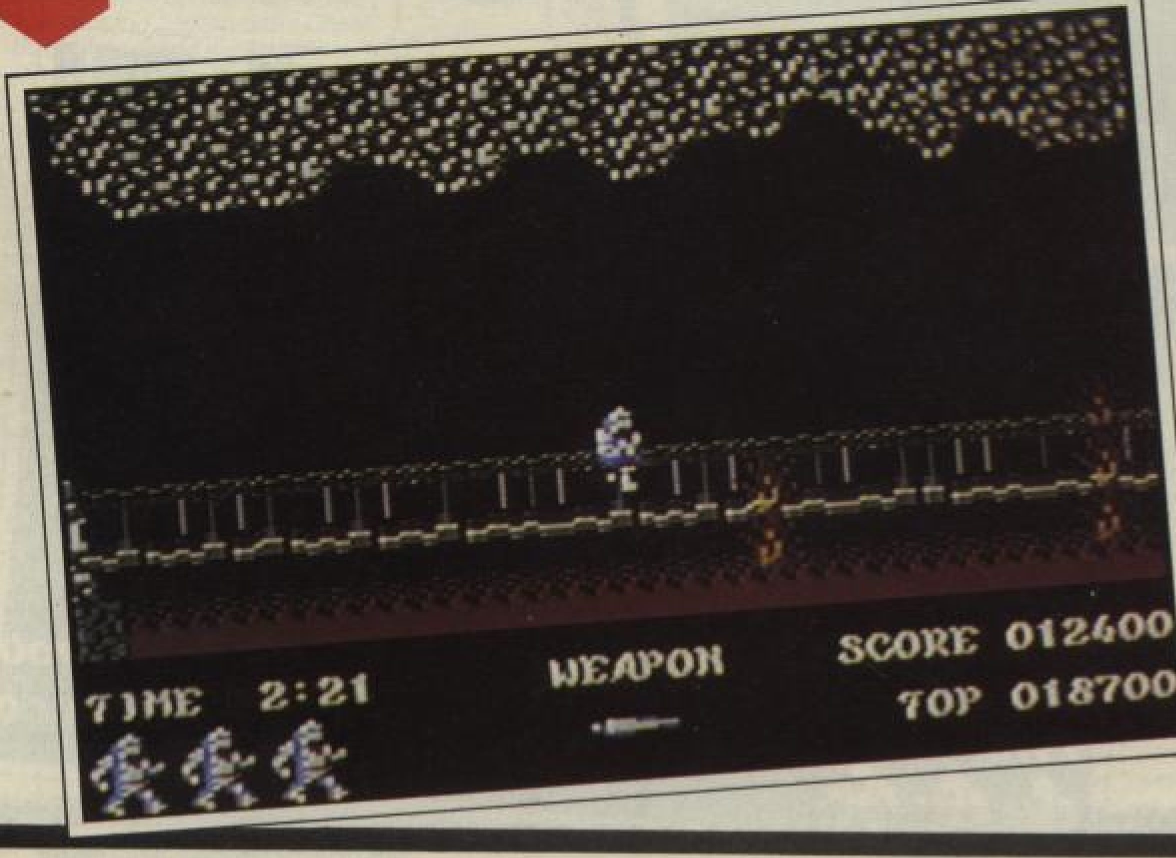


THE CAVERNS
Two sets of moving platforms to negotiate.

THE BRIDGE
A dilapidated bridge runs over a flaming pit. Flames and asbestos faeries shoot up along the way. At the end of the bridge there is a fat ogre.

THE SUBTERRANEAN PASSAGES
More ladders and platforms, zombies, bats, spitting statues, ghostly monks and demons galore.

THE DEMON KING'S CASTLE
The final frontier . . . One demon and a rather large 'Chinese Dragon' to kill.



Presentation 93%
Arcade quality, which sadly means no restart option or pause facility.

Graphics 98%
Varied backdrops and sprites with first class definition and animation.

Sound 96%
Arcade quality tunes and spot effects create a gripping atmosphere.

Hookability 98%
Immediately impressive and playable.

Lastability 95%
Addictive and compulsive, although interest may wane once the game is completed.

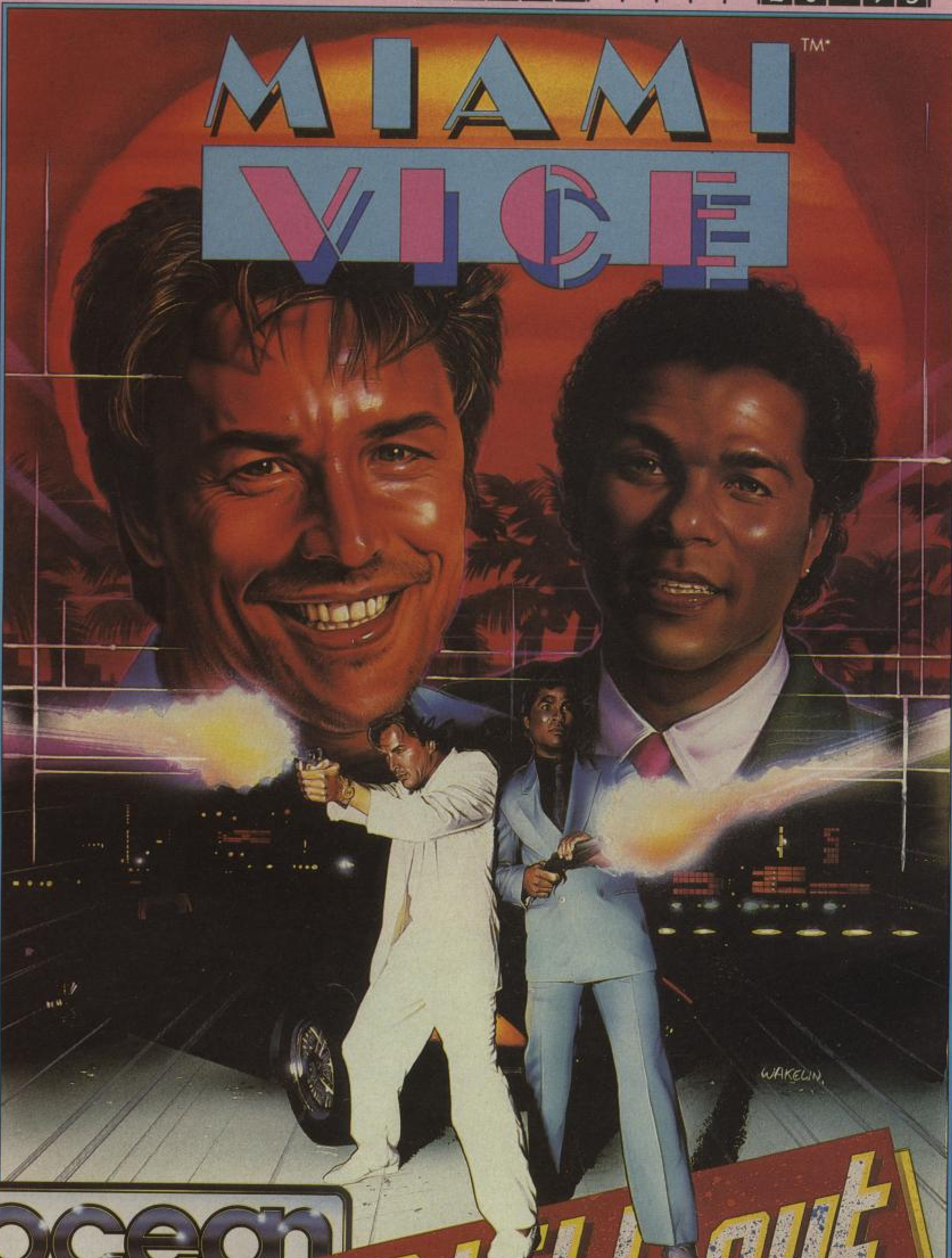
Value For Money 96%
A worthy investment.

Overall 97%
An outstanding arcade conversion.



The Time
An age in which the ultimate deterrent may have become the ultimate destruction.
The Place
A distant corner of the galaxy where human life strains to exist in the void of space.
The Mission
Can violent aggression and mindless destruction ever be justified in the name of peace. That is the enigma, the TRAP ip which you are to be placed as you energetically defend your planet, your people from a once peaceful ally.
Your Quest
To demonstrate the reactions and skills of a legendary space fighter or to show the genius of a master strategist will not be enough. TRAP has a secret that needs to be told, until it is revealed, you will never be able to rest in peace.
“Hi there! This is the game I've always wanted to write, a really fast, testing arcade game. I love it and I can't stop playing.
I hope you get the same feeling of exhilaration as I get every time I play.”
Tony Crowther
Tony Crowther
TRAP
CBM64/128
Alligata Software Ltd., 1 Orange Street, Sheffield S1 4DW. Tel: (0742) 755796
CBM64/128

SPECTRUM 7·95 | COMMODORE 64 £8·95 | AMSTRAD £8·95



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ZZAP! TEST

TRAP

Alligata, £7.95 cass, joystick or keys.

Trap is set a long way into the future — not just the odd few thousand years, no, we're talking aeons here, a time where the ultimate deterrent may become the ultimate destruction of life as we know it.

As pilot of an Intergalactic Hyper Hearse you have penetrated a place where human life strains to exist. Your mission is to defend your home planet against your once peaceful ally. The problem you are faced with is this: can aggression and mindless violence further the cause of peace which you are trying to restore? A tricky question to answer, but being the hero that you are you must succeed and prove yourself worthy as a legendary space fighter.

Your life endangering mission is split into three parts, each testing various aspects of your skills. The first section tests your manoeuvring and reflex capabilities in flight. To do this the nasty forces have launched a hail of volatile space mines which your ship has either to avoid or obliterate. Luckily, your battle cruiser is equipped with the latest in trendy high powered space blasters.

Having survived the shower of mines you find yourself flying over the Zarkab Valley, complete with rivers and rapids — a test of courage and intelligence. There are three forms of invading nasties which have to be destroyed: meteors; alien craft, which can be attacked from the front or annihilated with a quick blast of your exhaust pipe; and lasers which flit across the valley and have to be cut off before you can proceed. Accompanying these meanies are an assortment of aliens, such as a fleet of Police Craft.

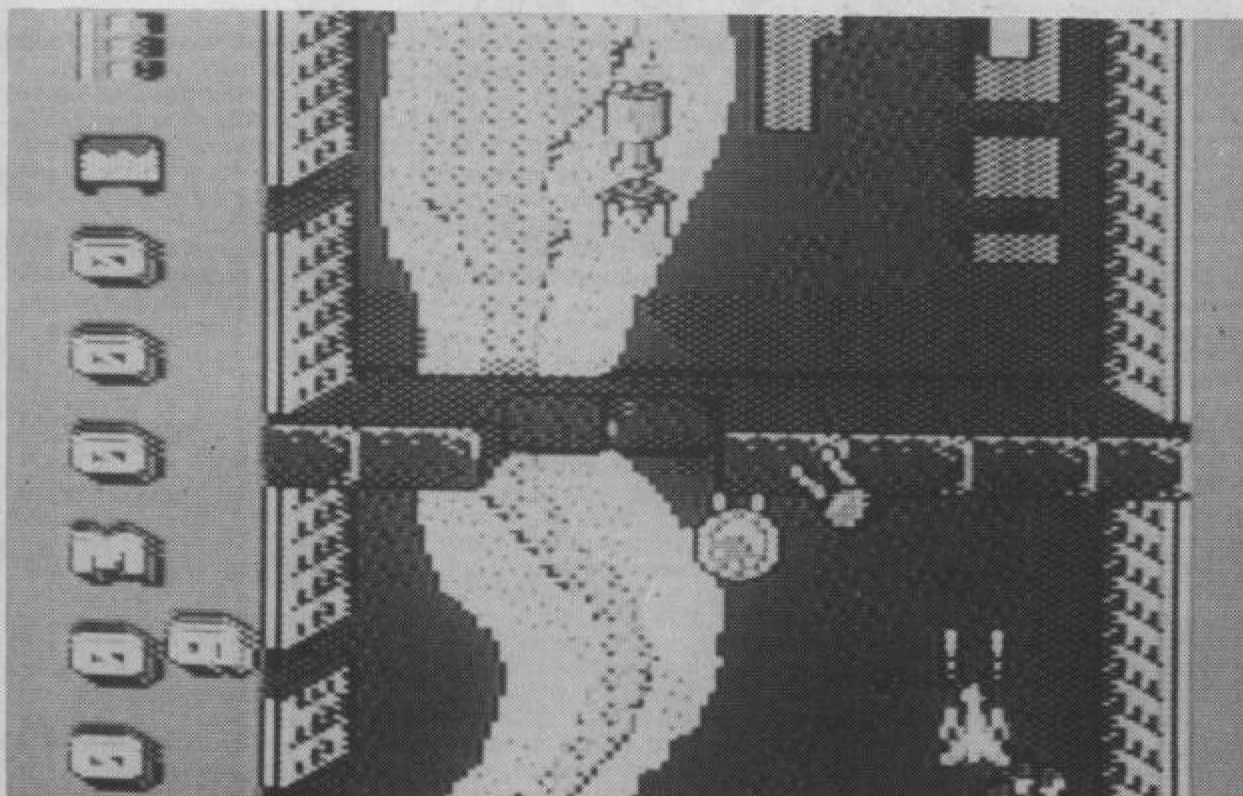
Fuel depots are scattered across the landscape and provide extra power when bombed. Oh, by the way — brown and black aliens can't be destroyed, no matter how hard you blast 'em. They are only present to cause trouble.

The final part of the test places you far from your craft on a distant plain. This is designed to test your stealth and determination on foot, and is reminiscent of *Commando* in that you have to battle your way through the undergrowth, blowing everything to smitherines. Most important here is the collection of spherical objects which are in fact Orbs, the currency of the future. With sufficient Orbs you can buy a more powerful space craft which will help you as your quest continues.

Your score is displayed alongside the playing area and also shows the amount of lasers, boats and aliens which have to be destroyed.



I like this. It's certainly not the best shoot em up around, but it's enjoyable and great fun to play. There are plenty of nice little touches about the program like the cargo catching, the way you have to shoot a set amount of targets and Commandoesque bonus bit at the end. The hidden demo program is also superb — it really livens up the whole package. The game requires a fair bit of playing before you can get anywhere with it, and doing so is enjoyable and worthwhile. The graphics are fine and the sound great — if you're into shoot em ups then check this one out.

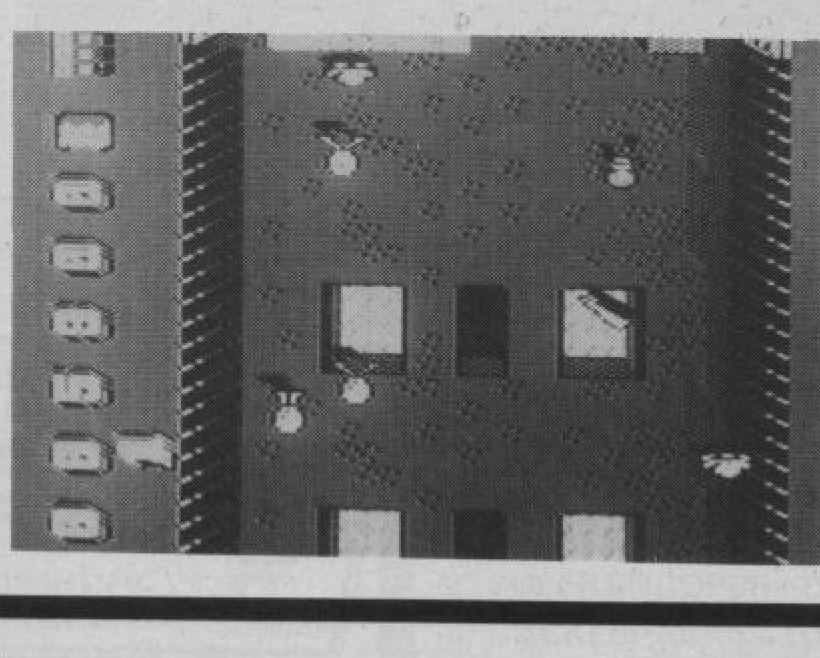




I admit that the graphics are all very colourful, and the sound is fairly good too — but the game? Where is the game? All Trap consists of is your basic shoot em up, and what a basic idea it is. I felt that however far I got there was no actual difference in the game, only in the amount of baddies on the screen. The whole of the game is very Commando-ish, and just a case of progressing over the same lansdcape again and again. But if you don't like the game you could always watch the demo, which must be one of the best presented I've seen on the Commodore. But a program shouldn't consist of pretty graphics and flashy demos alone!



There does seem to be a spate of shoot em ups infiltrating the 64 market at the moment, and I am happy to say that Trap is one of the better ones. The game itself is fun to play and a mention must go to the atmospheric accompanying music which is very impressive. As well as a game there is a neat demo mode which features a bloke playing a tom-tom whilst watching a screen on which a science fiction film is presented. The graphics are fun, the sound is super, and overall it's a jolly good package for hardened shoot em up fans and beginners alike.



Presentation 96%
Interesting documentation and many neat touches such as the demo.

Graphics 80%
Big, bold and on the whole well defined, although somewhat 'lacking' at times.

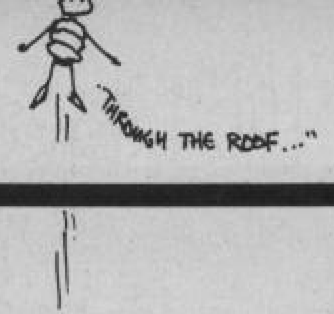
Sound 96%
Stunning soundtrack and lots of good, muffled spot FX.

Hookability 82%
Wierd, but addictive.

Lastability 79%
Ten tough and demanding levels to keep you going.

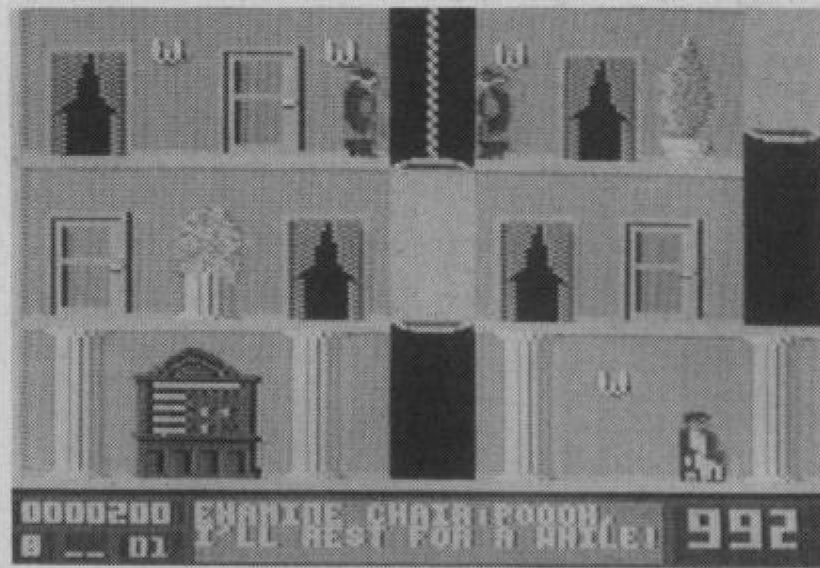
Value For Money 81%
A neat demo and lots of good solid blasting for your money.

Overall 82%
A good shoot em up with many attractive features.



MISSION ELEVATOR

Micropool, £9.95 cass, £12.95 disk, joystick or keys



Announcement from Headquarters . . . a difficult and dangerous mission exists . . . we need a strong, tough and intelligent guy . . . inform headquarters if you think you are the right man . . .

Well, are you man enough to take on this dangerous mission? Don't worry, it's not set in a rundown alley or anything like that. No, when the FBI set up a HQ they do it in style, in a well furnished hotel. However, all is not well — the place has been infiltrated and is now overrun by Secret Service agents. It is your job to enter the hotel and defeat the lot of them, single handedly. You see, these SS blokes have gone and planted a bomb in the hotel, and if you don't defuse it by the given deadline then — kaboom! — the whole place goes up in smoke.

To stop the countdown of the detonator you need to find a code which consists of sixteen parts. Each part of the code specifies a direction, and they are given in a strict order which must be remembered.

The hotel consists of sixty two floors split into eight levels, each containing two parts of the code. It is possible to travel around a section of eight floors by using the lifts which are in abundance. To get to the next section of eight floors you have to go through the emergency exit, but first you must perform two tasks.



This game is full of neat little touches, such as the fire extinguisher and the dice game. But don't be deceived, this is a real mean game. The enemy agents appear where you expect them least, and shoot like mad. If you've got quick reflexes you should be able to shoot them all, leaving them crumpled up on the floor. The sound is nothing remarkable, but the graphics make up for this as they are bright and really jolly. At the price it represents a good buy, and it will keep you going for ages.

Firstly, you must find a key to open all the blue doors. Then, you must search the doors to find a porter, who happily provides a key to the emergency exits, thus helping you achieve entry onto the next level. Unfortunately, the porter is not behind every door — no, sometimes there is an enemy agent or worse still, a woman who removes all her clothes. This costs you 100 points (nudge, nudge, wink, wink, say n' more).

There are also lots of other objects around the place. To search for them you can bend down and examine the various items of furniture. For example, if you look at the fire extinguisher you put out all the lights, so you need to find a match box to light the candles if you want to see again. You may come across a small table on which you can play a game of dice, or you can get extremely drunk at the bar — providing you have found the money — and this extracts a piece of code from the barman.

You can perform several feats of acrobatics, including flying kicks, ducking (especially useful when avoiding bullets from the enemy agents), shooting, and of course, standard movements of left and right. Opening doors and general examination of objects is achieved by pressing down and left or right.

Good luck, prospective agent, you'll need it!



This is a strange, but very playable and addictive variation on the arcade adventure theme — although it doesn't look like it initially. It's very well thought out and a little on the tough side, but it continually had me coming back for more. Unlike most arcade adventures, the action is fast and furious and really gets the adrenalin flowing. Overall, a very good first release from Micropool, and I eagerly await more of the same.



When you first see this you think: 'Ah! Elevator Action!' — but it's not. Well, not exactly. Micropool haven't quite copied the arcade game — they've made it more of an arcade adventure. The result is a very playable and addictive game. The graphics aren't bad at all — the baddy sprites are really good — but sound is lacking, and only a few FX and jingles are in evidence. Still, if you're after an action adventure with a liberal dosage of reflex-testing arcade action, then look no further than this.





Presentation 87%
Slick in all aspects.

Graphics 82%
Colourful and jolly, especially the baddies who are well drawn and animated.

Sound 43%
Reasonable jingles and FX.

Hookability 84%
Entertaining from the outset.

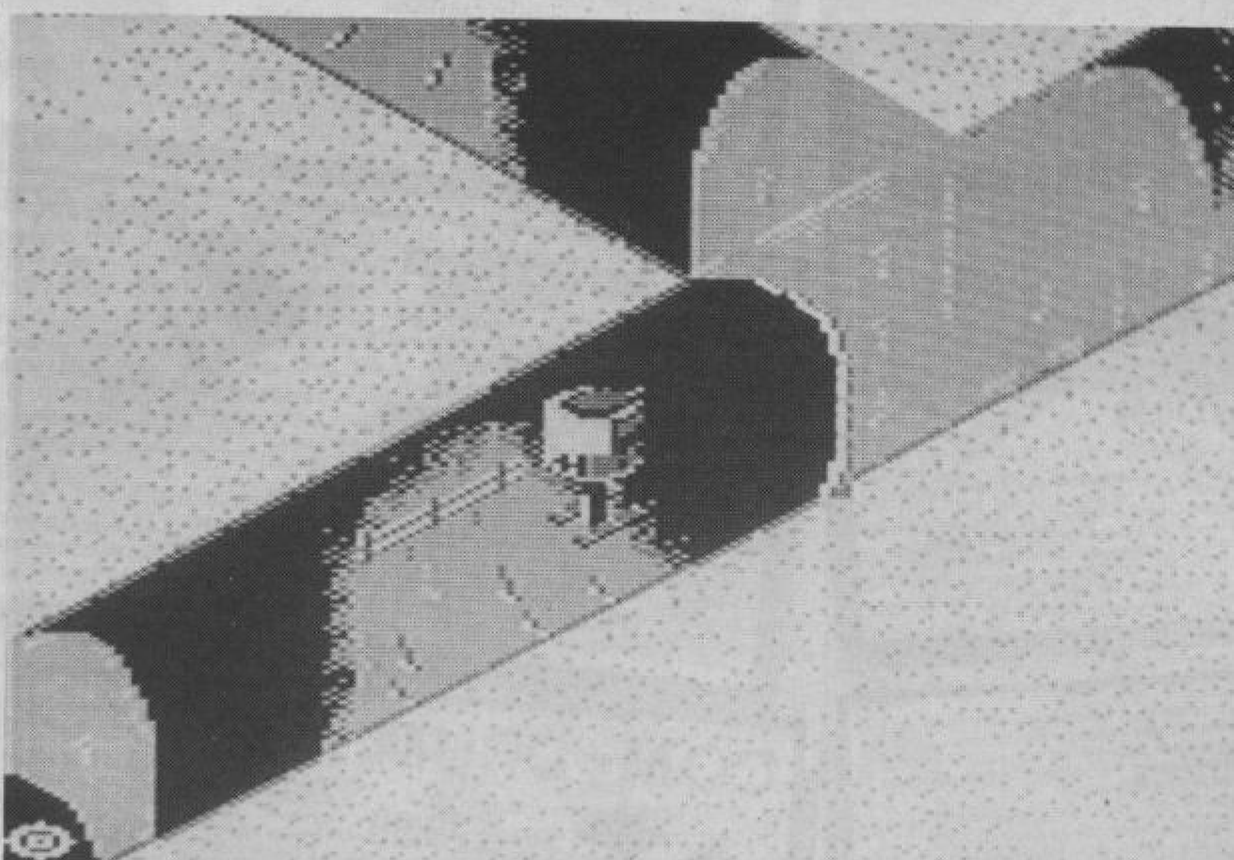
Lastability 83%
A difficult game, requiring fast reflexes and a cool head.

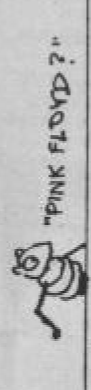
Value For Money 80%

Overall 84%
A great *Elevator Action* orientated arcade adventure.

FLOYD THE DROID

Ariolasoft/Radarsoft, £9.95 cass, £12.95 disk, joystick only





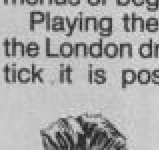
How do you fancy becoming a sewage pipe attendant for a day? Not the most attractive proposition, you must admit, but if you're Floyd you've no say in the matter. Floyd's task in this game is to clean up some of the most disgusting drain systems of the world, ridding them of slime and gunge as well as the odd vicious rat, bat, 'gator, and escaped prisoner.

On loading you are presented with a short piece of animation showing Floyd wandering the streets outside Piccadilly — notorious for it's drains y' know. Pressing the fire button takes you to the central menu, from which you can access other icon driven menus or begin to play the game.

Playing the game sets Floyd in the London drains. Using the joystick it is possible to guide him through a 3D view of the sewage system. When Floyd encounters some kind of sewer nasty, the display switches to a side view for a better look at the action. There are three ways to control the vermin: MANUALLY, where you can tell Floyd to move, bend, jump, and fire his laser beam via the joystick; HALF AUTOMATIC, where Floyd takes over a lot of the work and selects the battle sequences himself; and FULLY AUTOMATIC, where Floyd really comes into his own. He deals with any opponent quickly and efficiently, and then returns you to the main menu.

You program Floyd to kill a specific opponent through use of icons — these are called PROCEDURES. Once you have given Floyd a set of instructions there is a test facility so you can see Floyd perform his sequence of actions before returning to the game. However, you can only use these procedures in the half or fully automatic operations, not in the manual.

The nasties can be defeated in various ways, but if you are to complete the task you need to know some basic combat tactics. The bat, who inhabits most intersections, can be killed by Floyd's laser beam. The rat can be exterminated by performing a quick jump on it's head, and 'gators can be dealt with in a similar manner. Apart from these nasties there is an on-the-run criminal lurking in the system who sprays Floyd with bullets if he's not ready to deal with him. Who said cleaning sewers was boring? Not Floyd, that's for sure . . .



It sounds a fun game, but I found it somewhat tedious and lacking in action. The graphics are not bad, but they don't make up for the lack of action — the pipes all become slightly 'samey', and without mapping it could become confusing. The icon system is simple to use, but is quite difficult to implement into the game. I have little enthusiasm for this game, but it may prove interesting if you're into robots and sewage. I can't see a great market for it.



Floyd the Droid is rather awkward to get into, but quite simple to grasp thereafter. However, trudging round several 'samey' sewers soon proves monotonous, and despite the many original and unusual touches, such as the programming facility, I'm not overly enthused. Radarsoft certainly show potential, though, and I'm looking forward to their next game.



This isn't so bad and it must be said is that it's one of the most original and unusual games I've seen in a long while. The graphics are nice and the sound is really good, especially the 'BOO'. As for the game . . . well, it's strange I must confess to liking it, although it does lack a certain spark. I think it may appeal to younger Commodore owners, the Rambo and Green Hat brigade will find it pretty boring.

Presentation 83%
Very good, although the icons are a bit tricky to use.

Graphics 81%
Effective and unusual 3D, and great definition and animation all round.

Sound 67%
Good speech and reasonable spot FX.

Hookability 66%
A bit confusing initially.

Lastability 60%
There's not much variety and the pace is a little too slow.

Value For Money 58%
Overpriced for what it offers.

Overall 62%
Just goes to show that not all original games are good ones.

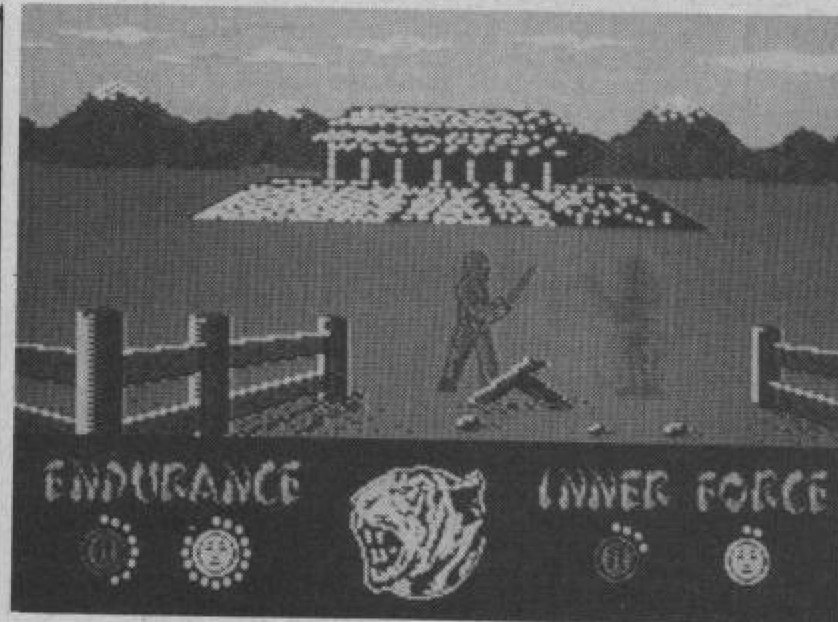


WAY OF THE TIGER

Gremlin Graphics, £9.95 cass, £14.95 disk, joystick only

The mystical island of Tranquil Dreams is not the most obvious place to find a monastery where monks devote themselves to their god, Kwon, the supreme master of unarmed combat. This is where you were brought as an infant, and adopted by Naijishi, the most powerful of them all. Through many years he trained you to become a Ninja of perfection, and now it is time to prove your worth. To do this you are required to battle your way through three different combat routines, each with a different weapon.

To start with a Master Program has to be loaded, and this initializes the routines used in the other games. From here you can then load any of the fighting sequences in practise mode, or play the whole game through from the beginning.



UNARMED COMBAT

The setting of the unarmed combat sequence is in the desert sands of Orb where you have to defeat whatever the master chooses to send against you. These are not all humanoid, and spring out from behind rocks and bushes with malicious intent. You must be ready at all times to do battle with them, or else you will fail your quest. Luckily, you have several efficient forms of bashing, some of the more intricate moves being the good old neck-chop, the back high kick, and the devious low kick. In total, the apprentice Ninja has a variety of 16 different moves, accessed by the same command system as *Way of the Exploding Fist.*



I thought that this might be quite good, but really it's just another in the long line of fighting games. The game is quite slow, and although there are several different types of fighting events there is no real difference in their playability. The graphics are quite nice and the Yellow Magic Orchestra title screen music is jolly, but there's not a lot to keep a player going. If you're keen on fighting games then have a look and form your own opinion.

POLE FIGHTING

Abandoned on a slippery pole you have to protect Naijishi's mysterious lake, complete with ducks and all. Again, you have access to sixteen battle moves, this time geared towards stick bashing. Apprentice Ninjas need to plan their moves carefully, since the slippery pole has a nasty tendency to leave you splashing about in the lake, and no matter how mystical it is, it's still very wet!

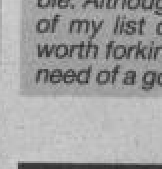
SAMURAI SWORD FIGHTING

Off to the temple for the final piece of Ninja bashing, as you take on the greatest warriors armed with Samurai swords. The battle commences with the clanging of swords as you attempt to battle through all of your challengers, until you finally reach the point where you have to battle against the master himself. This part of the game poses a major new problem; previously your opponents had the same capabilities as yourself, but now they are capable of more than the standard sixteen moves to which you are restricted.

Gremlin have implemented a 'triple scroll' routine which makes the movement on the screen work in parallax. On the unarmed combat scene the clouds drift slowly across the the sky in the background, and reeds and fountains are animated with accuracy in the foreground. All the biffing remains in the 'middle' ground. The placing alters on the various stages but the effect still remains.



There's only one thing I like about this game and that's the three speed parallax scrolling. Oh, and the music, I quite like the oriental ditty played on the title screen. OK, that's two things that I like. But that's it, there's nothing else about Way of the Tiger *that appeals to me. It doesn't play too well, and it's basically a fairly run-of-the-mill beat em up.* Knight Games *is overall a better package — it's also cheaper.*



My overall opinion of this game was slightly marred by the awkward loading system. However, the game substantially makes up for this problem. The triple scroll works to a good effect, and the immense amount of moves, 16 on each of the three levels, makes fighting quite flexible. Although this isn't at the top of my list of fighting faves, it's worth forking out for if you are in need of a good bash em up.



Presentation 79%
Reasonable tape handling, but little else.

Graphics 79%
Great backdrops but rather iffy sprites.

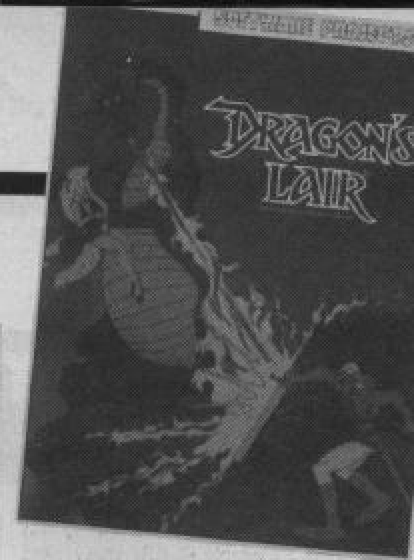
Sound 80%
Very pleasant oriental ditties, but few FX.

Hookability 68%
May appeal to ardent beat em up fans.

Lastability 60%
But it's rather repetitive and tiresome.

Value For Money 58%
One of the more expensive beat em ups, and it's not even one of the best.

Overall 64%
Nothing new to inspire.



DRAGON'S LAIR

Software Projects £9.95 cass, £14.95 disk, joystick only

Old King Aetheried was a merry old soul, and a merry soul was he. He called for his pipe, and he called for his bowl — and then, all of a sudden, some mean and ugly dragon came along and trudged off with his voluptuous young daughter. Before the sun had disappeared behind the trees the dragon delivered an ultimatum — if the king didn't hand over his treasure his daughter would fry.

The king was rather put out about this, so he set about finding a hero to rescue his beloved. All the local knights wimped out — bar one, Dirk the Daring, champion of good and destroyer of evil! He wasn't scared of a silly old dragon, oh no, he donned the most resilient suit of armour money could buy, and prepared to go to her rescue . . .

So the storyline goes in Software Project's new arcade conversion. Nine of the scenes which appeared in the original machine have been converted, and are loaded in one at a time **as you play**. Consequently, when you finish a screen the next one is waiting for you. And when you start playing that one, the next bit loads in — and so on! Here's a breakdown of the nine screens:

THE FALLING DISK

Dirk has leapt onto a disk which has suddenly started to plummet down a deep hole. Using forced perspective to depict the scene, you have to make sure that Dirk stays on the disk while the dragon's minions are hell-bent on blowing him off. If you stay on the disk long enough it stops, allowing you to leap off — if you're quick enough!

SKULL HALLWAY

This scene is very similar to its arcade counterpart. Dirk has found himself in a hallway, doors either side of him. Suddenly, they open, and skulls and giant skeletons begin to attack. Using his trusty sword and some nifty footwork, he either has to dodge or slay the marauding meanies.

THE BURNING ROPES

This scene is like a screen from a classic platform game. A fire is raging below Dirk and he has to reach the top of the screen by swinging from the ropes between platforms, before the fire catches up with him. Time is of the essence since the fire is eating away at the platforms.

THE WEAPONS ROOM

Dirk has inadvertently strolled into the dragon's haunted weapons room. Large sprites are used to portray the action as Dirk avoids or destroys the flying menaces.

RAMPS AND GIDDY GOONS

A series of ramps form the route to the next screen, but unfortunately they are guarded by the evil Goons. Don't pause too long to battle with them, since the ramps disappear and Dirk falls to his doom . . .

THE TENTACLE ROOM

Dirk is happily walking through an innocent looking room when all of a sudden large serpents appear through the cracks in the walls and ceiling. Kill them, or be crushed by their deadly coils.

THE SECOND DISK

Exactly the same as the first scene.

THE DEADLY CHECKERBOARD

Play Singe's champion knight at a deadly game. You must chase him around a giant checkerboard and slay him. But the beast is turning the squares into deadly pools of fire which have to be avoided if you are to stay alive.

SLAYING THE DRAGON

Once again, large sprites portray the scene as Dirk and Singe meet in a final confrontation — the prize is the princess.



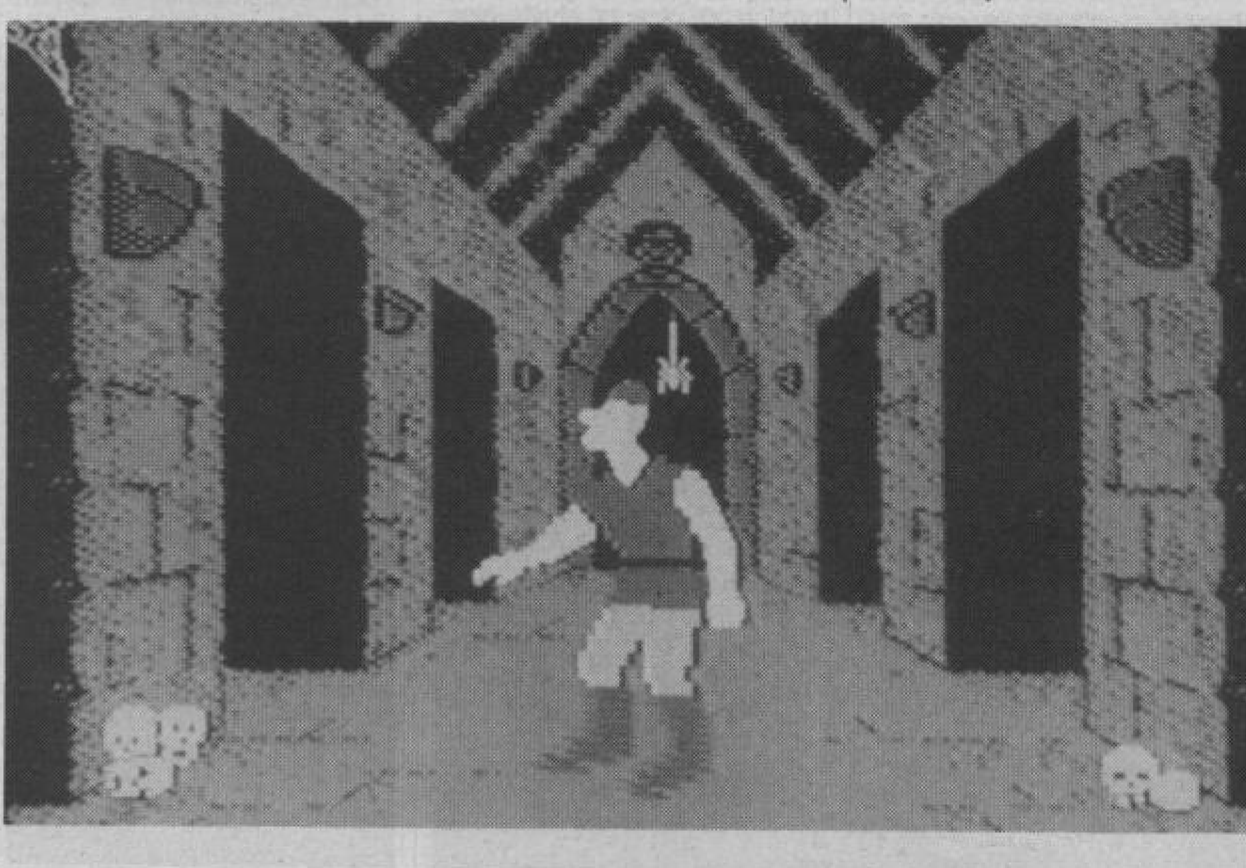
I must say that I'm not bowled over by this conversion. The graphics appear poorly defined for the amount of space they occupy, and the action — although not particularly fast — gets extremely frustrating to the point where you almost give up. The sound is reasonable, I suppose, but doesn't give any atmosphere to the game. Don't buy this on the strength of the arcade version, you'll probably be disappointed.



I'm not too keen on laser-disk arcade games, particularly Dragon's Lair. But I have to admit that Software Projects have made the best of a bad job. What impresses me most about this game is the cassette loading technique — it works very well indeed. I'm glad to see that Software Projects have read the Mindsmear *piece and have actually put some of the theories into practice. With any luck they will produce a decent game to go with their novel-load system. I don't dislike this conversion, just the original concept.*



Considering the immense difference between a laser-disk arcade game and a 64, I think Software Projects have done quite a decent job with this conversion. The graphics aren't quite as good as they should have been, but the cassette loading system is absolutely brilliant. Hopefully it'll be used again to give us cassette owners a new style of game. The game itself is a varied one, combining all sorts of aspects of gameplay to portray the various screens. It's not a particularly brilliant program, but it is challenging and addictive.



Presentation 90%
Good packaging and instructions, and a superb loading system, but there are still some annoying delays throughout the game itself.

Graphics 71%
Vary between average and very good.

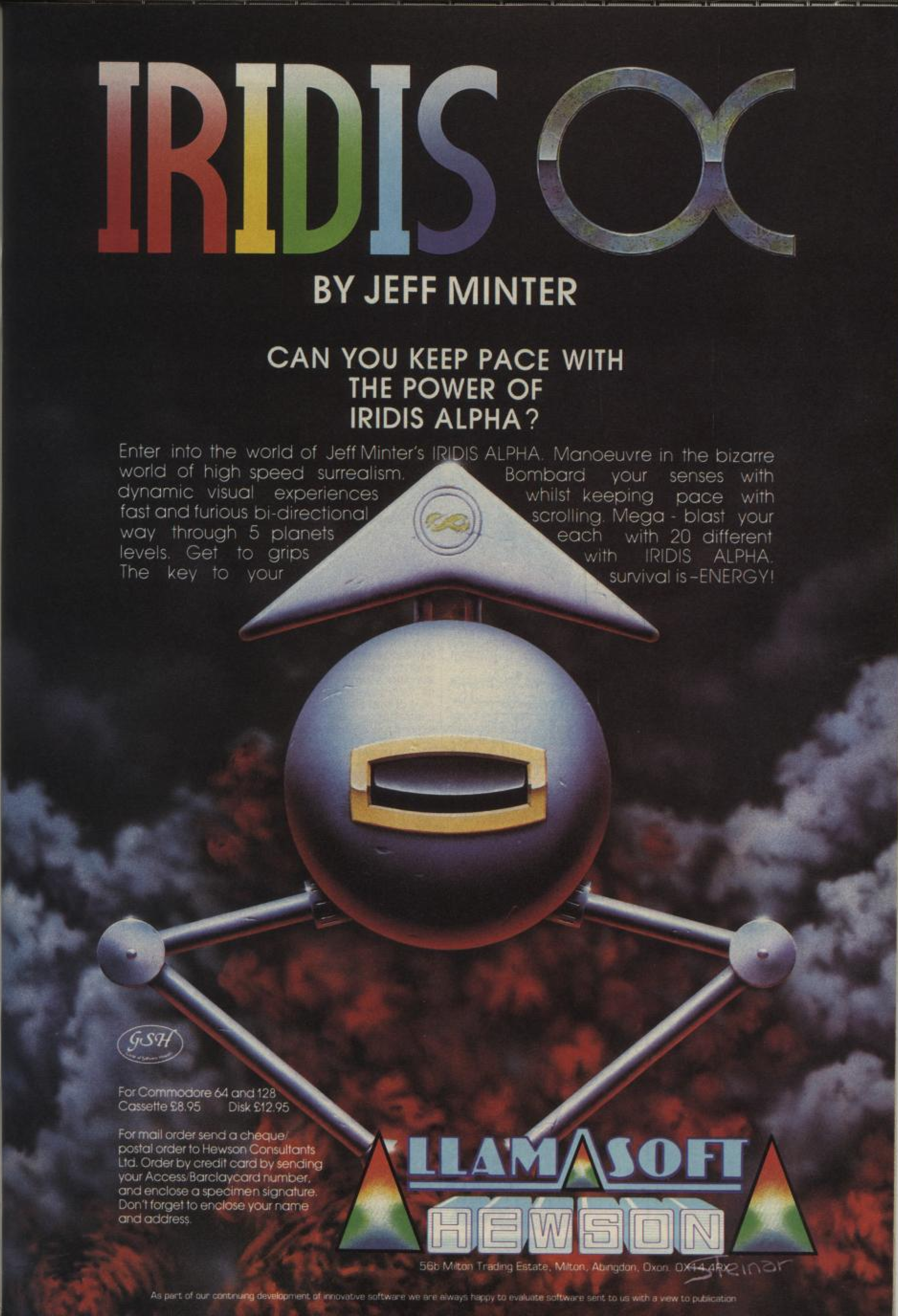
Sound 60%
Various ditties, but nothing to inspire.

Hookability 70%
Interest in the arcade game will definitely attract.

Lastability 69%
Rescuing the princess is tough and demanding, but not overly addictive.

Value For Money 65%
Nine screens of action for a tenner.

Overall 69%
A good arcade conversion and an interesting concept, which is let down by a few weak gameplay elements.


IRIDIS α
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KNIGHT GAMES

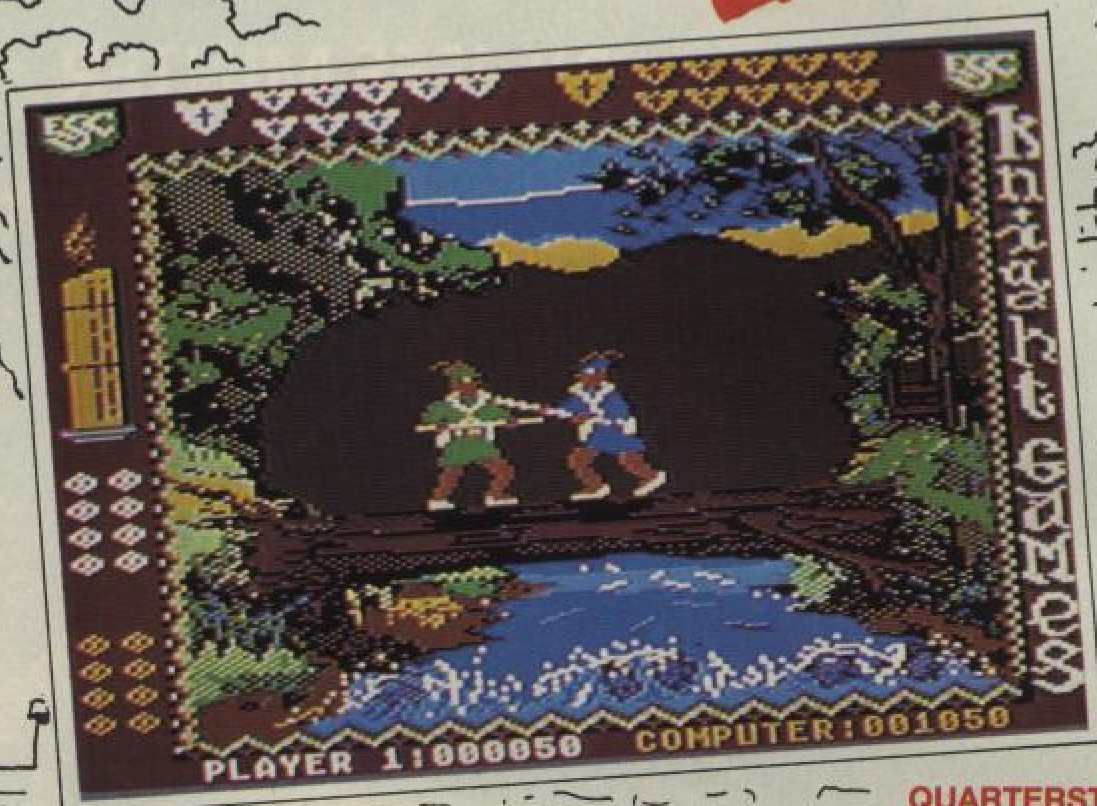
English Software £9.95 cass, joystick only

Back in mediaeval times there was plenty to keep your average armour-clad fellow amused: dragon bashing, wining, dining, wenching, crusading and of course partaking in the odd joust or two. Of knightly sport there was aplenty: bashing your partner with swords, lumps of metal or bits of wood — and on the more placid side, firing bolts and arrows at moving targets. The latest release from English Software attempts to capture ye olde noble spirit of man-to-man combat, and offers eight different events to challenge your fighting prowess.

Before the games can get underway a main menu has to be loaded. Once in memory, any of the eight events can be (singly) loaded. When an event loads, a menu is displayed which allows you to alter the length of play or switch off the in-game music. All events have a one or two player option, and in the fighting events a computer controlled knight makes up for the lack of a human opponent. After making your selection the game can begin.

This is fun — a nice variant on the beat em up theme with six bashing games and two other games thrown in for good measure. The multiload system is surprisingly fast and very easy to use which makes a nice change from the usual 'wait half an hour' jobs. Although the events have eight moves as standard, each has its own sets of thrusts, parries etc, and once mastered they all have great potential for a really good fight. The defending and attacking moves all work well, and it's easy to become very involved with the game when you're fighting. The graphics are great with brilliantly animated sprites and some nice mediaeval backdrops. The eight tunes are all pretty good, and the sound effects are nicely atmospheric with clanks and clinks as you bash your opponent's armour. I enjoyed playing this and strongly recommend you to have a look at it.





QUARTERSTAFF

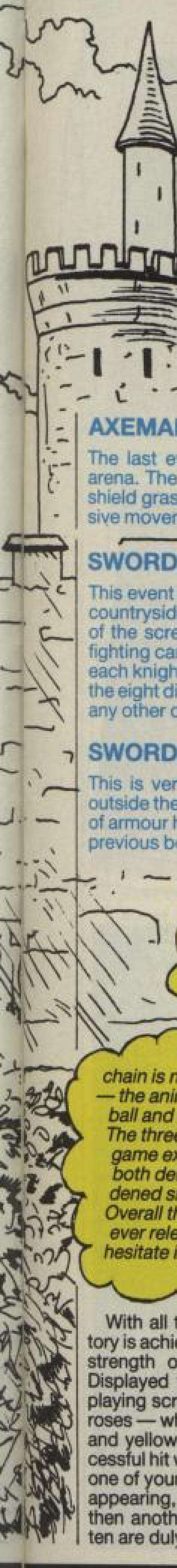
Remember the classic first meeting between Robin Hood and Little John when they both tried to cross a log bridge, and neither would give way to the other? The result was a quarterstaff fight in which Robin was toppled off his precarious perch into the water below. This event is very reminiscent of that fight, and is set in a similar environment with you battling another fellow over a perilous log bridge. Eight movements, four attacking and four defensive, are made available as you battle for supremacy.



ARCHERY

This is the first event to test your aiming skills rather than the strength of your bashing arm. Set in the fields outside the castle, the object is to hit as many moving targets as you can before you run out of either arrows or time. Away in the distance are two trees and between them trundle a series of wooden horses on wheels. Pulling back on the joystick strings an arrow and a cursor is bought into view with which you aim. The cursor wobbles alarmingly, and it takes a fair bit of skill to get it into position and press the fire button before it wobbles off target again.





AXEMAN

The last event is set post-feast, with glass strewn tables forming an arena. The knights face one another, a mean axe in one gauntlet and a shield grasped in the other. The standard four attacking and four defensive movements are available to each knight.

SWORDFIGHT I

This event takes place on the castle battlements with a splendid English countryside scene in the distance. The players appear on opposite sides of the screen, and then clank their way toward each other so that the fighting can commence. Eight fighting movements are made available to each knight and these are accessed by pushing the joystick in any one of the eight directions. Pushing diagonally gives a defensive movement and any other of the four points gives an offensive thrust or swipe.

SWORDFIGHT II

This is very similar to the other event, although the fight takes place outside the castle with the battlements poking above the trees. A new set of armour has been given to each knight, but their movements are as the previous bout.

Knight Games has just got to be the best smash em up ever. The clanking of swords is very effective, especially when combined with the paradoxical futuristic mediaeval music.

The ball and chain is my particular favourite — the animation of the swinging ball and chain is magnificent. The three skill levels make the game extremely playable for both delicate types and hardened smash em up players. Overall the best combat game ever released, and I wouldn't hesitate in recommending it to anyone.



With all the fighting events victory is achieved by hammering the strength out of your opponent. Displayed to the left of the main playing screen are two sets of ten roses — white ones for player one and yellow for player two. A successful hit with a weapon results in one of your opponent's roses disappearing, and if ten are removed then another ten appear. If these ten are duly disposed of then your opponent falls to the ground and one of his ten shields is removed. To win the event you have to remove all ten shields, and doing so reaps a 'knight knockout bonus'.

A time limit takes the form of a candle which slowly drips away through the duration of the match, and this is displayed just above the roses. The score is shown underneath the main playing area at the bottom of the screen. A highscore table keeps track of the top score for both players in each event, and any score logged into the table remains there for the duration of the games (unless it is bettered).

BALL & CHAIN

Back to the fighting again, as you battle beneath the portcullis. Once again there are eight separate movements, including some vicious swipes, and overhead thumps are often made to your armour clad personna. Plenty of variety in movement and plenty of scope for attack.

PIKE STAFF

Forget the peasants, lets have a pike staff fight over their newly ploughed fields. Out into the country trot you and your piking partner. Four defensive and four attacking movements are made available to each knight as they thump, stab and spike each other.

CROSSBOW

This is another event to test your hand/eye co-ordination, and it has you shooting three spinning targets. Pulling back on the joystick loads the bolt, and a split second later an aiming cursor appears. Guide this wobbling entity over a stationary target and shoot the bolt by pressing the fire button before it spins again, or the cursor moves off target. Time is of the essence here, so don't spend too long aiming your bolts.

This certainly makes a pleasant change from oriental orientated beat em ups. All six fighting events are very similar in their execution, but each is as good as Exploding Fist *in its own right. The archery and crossbow events are an added bonus. Graphically* Knight Games *is very competent — the animation of the large characters is excellent, and the backdrops are quite nice. David Whittaker's mediaeval music is also very good, and adds spice to a tasty game.* Knight Games *isn't quite as playable as* International Karate*, but it's definitely one of the best fightin' and fumpin' games to appear on the 64 yet.*



Presentation 95%
Speedy multiload system and plenty of in-game options.

Graphics 95%
Plenty of varied backdrops and beautifully drawn and animated sprites.

Sound 93%
Eight excellent mediaeval style tunes and very good, but few, spot FX.

Hookability 94%
From when the swords first meet you'll want to continue parrying and thrusting.

Lastability 91%
Lots of scope with the fighting events, especially with two human players.

Value For Money 89%
Eight great events for only 1.12 each!

Overall 90%
Plenty of variety, clanking and bashing — don't miss it!



ZZAP! TEST

THE SECOND CITY

Novagen, £5.95 cass, £9.95 disk, joystick with keys

SIZZLER

Being a 21st century mercenary is a tough job, especially when things go wrong. Take yourself, for example — returning from a bloody conflict in the M2 star system your onboard computer, Benson, suddenly tells you that things are wrong with the navigation system and you're heading straight towards the planet of Targ. Unable to correct your course you're forced to crash land . . .

The planet is one unfamiliar to you, but you know that it has been a scene of a long conflict between the planet's inhabitants, the Palyars, and their robotic neighbours, the Mechanoids. Your interstellar ship was destroyed in the crash, so to escape the planet you have to earn enough money — this shouldn't prove too difficult for a soldier of fortune, such as yourself.

While you are on the planet you decide to seek a change, so you visit Targ's Second City on the other side of the planet. The climatic difference between the two conurbations is quite apparent when you arrive there — the eerie red dusk of the Southern hemisphere and the darkened sky are a far cry from the green grass and bright skies of the Central City.

The landscape is very similar, though, and the city's buildings have also been designed by Targ's great vector architect, Walton. The other thing, or rather person, who is familiar is the Palyar Commander's brother-in-law. After you stole his plane, wrecked his buildings, brought down his new spaceship, and rearranged his furniture he thought he'd try and escape your antagonism. Using his brother-in-law's influence he gained the position of Prison Governor in Targ's second city. Imagine his surprise — and annoyance — when the bane of his life suddenly arrives in HIS city! He's determined to avenge the troubles you caused him, and the he knows the opportunity for revenge will arise many times — after all, he does run the city!

The object of the game is still the same — escape the planet. But this time it is so much harder — you have no records and no equipment . . . and no clues, either!

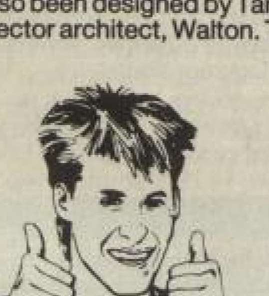
WARNING: YOU MUST HAVE THE ORIGINAL *MERCENARY* TO BE ABLE TO RUN THIS PROGRAM!



The realism of the original program really impressed me, although I felt that it was a little easy to escape.

The new version, however, is much more difficult and very, very devious indeed. Many a time I was led into a false sense of security and I innocently trudged through a harmless looking door, only to find that I had to start the game from scratch!

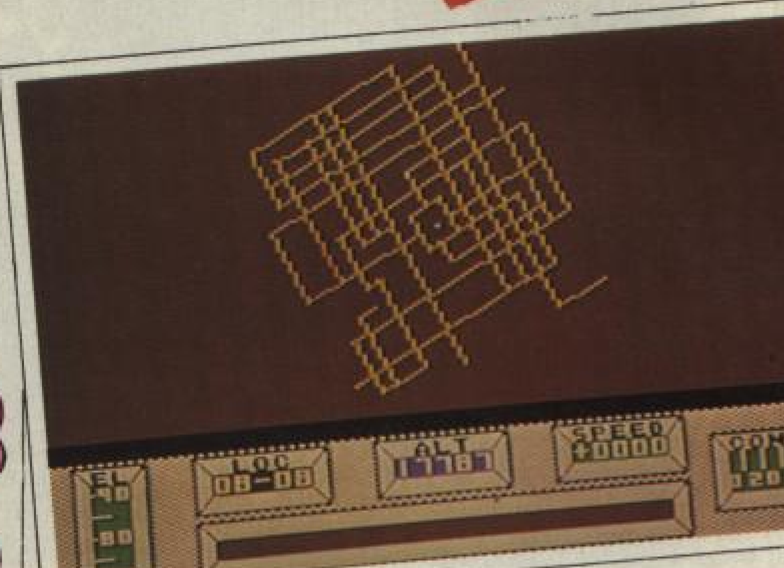
This is a brilliant program, miles better than the first. I'm still playing it now, so I've got to work my legs off because I'm hours behind my work schedule!

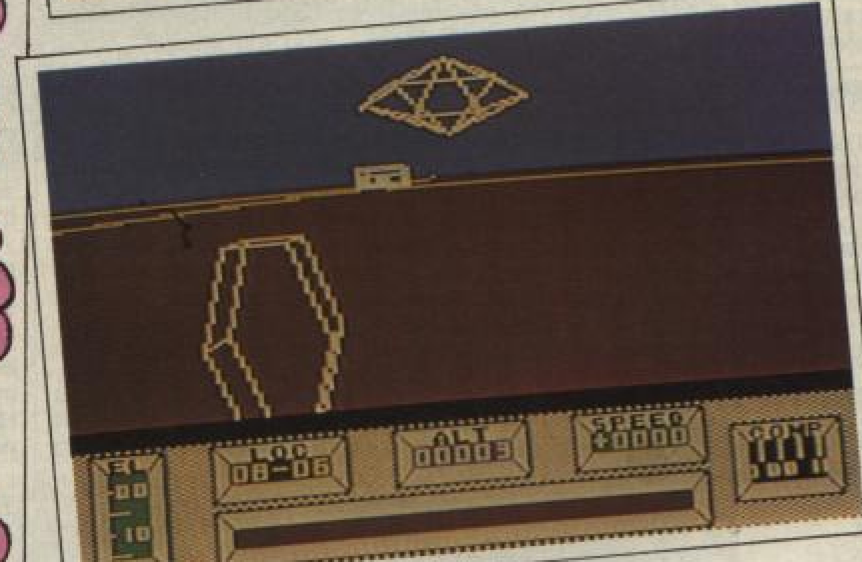


Magnificent! Using all the original aspects of Mercenary Paul Woakes has come up with one of the most devious and addictive programs I've played in a long time. In the original game, escaping was relatively simple. This one is completely different — just about every trick in the book has been used to hinder your escape, and that includes some of the most evil and underhand tactics I've encountered in a computer program. The vector graphics are still outstanding, although there could have been a little more sound. As for buying it — well, if you have the original program then purchasing the Second City is as essential as living and breathing.

First there was the classic Mercenary, followed by the neat Targ Survival Kit. Now we have the Second City — and what a city! It's mean, it's evil — Paul Woakes is a genius, and a sadist (but I must be a masochist for playing it, so that's OK). There's the prison (no, not the prison!) and then there's THAT room (gibber, gibber) . . . basically, Mr Woakes has fiddled around with the original city and added several new twists to make the Second City different enough to be classed as an essential purchase. If you own a copy of Mercenary and love the game, don't miss this!







Presentation 92%
Very well thought out and presented. There are no instructions as such, but then that's how it should be.

Graphics 97%
Fast and effective 3D vector graphics.

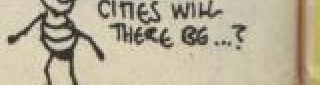
Sound 50%
Good sound effects, but most of the game is played in silence.

Hookability 97%
As soon as you start playing all the original thrills and exhileration return.

Lastability 96%
The Palyar Commander's brother-in-law is determined to make your life hell — and he does!

Value For Money 95%
Six quid for the latest installment in the *Mercenary* saga is a steal.

Overall 95%
A classic . . . and a half.



THE ALL AMERI

GARY PENN takes a brief look at FOURTEEN new US Gold games — most of which will be released before Christmas — including FIVE new Epyx games and FOUR arcade conversions!

WORLD GAMES



In the beginning there was *Summer Games*, a very classy sports simulation for its time. Then came the classic *Summer Games II* closely followed by *Winter Games*. Now, Epyx bring you their most oustanding sports simulation to date — *World Games*, featuring eight exciting new events from around the world to test your joystick mettle to the full. The game follows the now-standard Epyx approach, ie you can practice an event or compete in all eight in a world circuit. Take a daring dive from a Mexican cliff! Wrestle with a fat Japanese Sumo! Jump barrels of Lowenbrau in Germany! Ski down a giant French slalom! Lift huge weights in Russia! Ride a wild bull in the good old US of A! Toss a caber in Scotland! Roll logs in Canada! Play *World Games* in November!

SUPER CYCLE

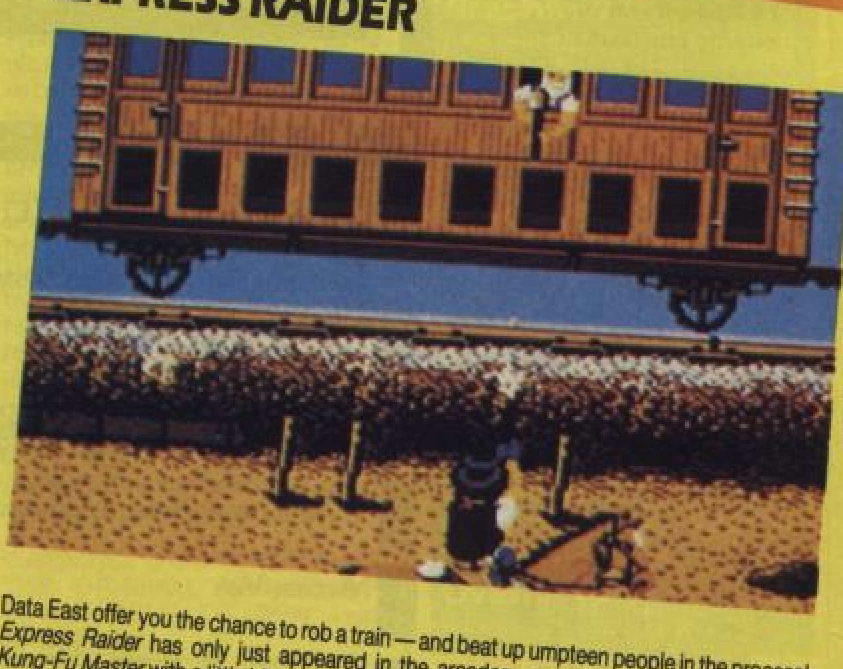


Fancy a quick 140 mph burn around some of the meanest race tracks ever devised? Thrill to the startling realism of *Super Cycle* from Epyx! If you thought *Pitstop II* was the be-all and end-all in race games, then take a look at this! It's the most exhilarating race game to hit the 64 yet! In late August you too will be able to hurtle around ten different race tracks on a 3-gear 750cc mean machine. There are three skill levels to test your concentration and nerve to the full, and a 100-name Hi Score table which saves all those record scores to disk for posterity. *Super Cycle* is a *Hang On* player's dream come true — full review next month!

DESTROYER

Warfare on the high seas, courtesy of Epyx. This all action simulation puts you in command of a US naval destroyer (hence the title) with several missions to keep you on your toes — such as hunting submarines and rescuing stranded pilots. You can manage the entire ship or, if that proves too much of a handful, man an individual station. If the graphics, sound, and gameplay are all up to Epyx's usual standards, then *Destroyer* should be something special. Unfortunately, you won't be able to find out until early next year . . .

EXPRESS RAIDER



Data East offer you the chance to rob a train — and beat up umpteen people in the process! *Express Raider* has only just appeared in the arcades, and is essentially a Wild West *Kung-Fu Master* with a little bit more. Beat em up fans will love it. Unfortunately, it won't be released until early next year . . .

CAN GOLD RUSH!

CHAMPIONSHIP WRESTLING



Who needs chunky graphics and awkward, unrewarding gameplay, anyway? Not this game, that's for sure. Forget you ever heard of *Rock 'n' Wrestle — Championship Wrestling* from Epyx will make it pale into insignificance when released in October. It will be easier to use, and more realistic and enjoyable to play. Even the crowd become involved, and will probably hurl more at you than mere insults! As you can see from this screen shot the graphics are of a very high quality indeed — as one would expect from Epyx. There will be eight different, but equally aggressive, opponents to contend with, and no doubt all the atmosphere of the real thing.

HOT WHEELS

Remember the little model cars? No? I didn't think you would — they're about 10 years old now. Anyway, this game is loosely based on the toys of the same name and is part of the Epyx Computer Activity Toys range — along with *Barbie* and *GI Joe*. *Hot Wheels* is basically a 'simulation', in which you own a car. How nice. You can casually drive around town, occasionally using the local amenities such as the car park and the car wash, or participate in a demolition derby. Oh dear, it sounds like your engine is in need of attention — better pop down to the garage and take a look . . . *Hot Wheels* is due for release in September, and is really aimed at the younger gamesplayer — I certainly can't see it appealing to anyone else.

TENTH FRAME

From the programmers of the state-of-the-art golf game, *Leader Board*, comes a new sports simulation — ten pin bowling. It may well have been done before, but not like this — have you ever seen a ten pin bowling game which gives you a first person behind-the-scenes view of the skittles being hit?! *Tenth Frame* promises to be just as impressive and innovative as *Leader Board*, and will hopefully be released very early next year.

HE-MAN AND MASTERS OF THE UNIVERSE



I think everyone knows who He-Man is — big, strong, and very, very brave indeed. And boy, does he need to be with such nasty people as Skeletor on the loose. Luckily, He-Man is the most powerful man in the Universe! Gosh. I bet you didn't know that! I also bet you didn't know that the He-Man dolls were the best selling toys of 1984, and the second best selling toys of 1985! Golly gosh, that's a lot of dolls! Adventuresoft's Mike Woodruff is currently designing an arcade game AND an adventure game based on this popular TV program, and both games are due to appear before Christmas.

GAUNTLET

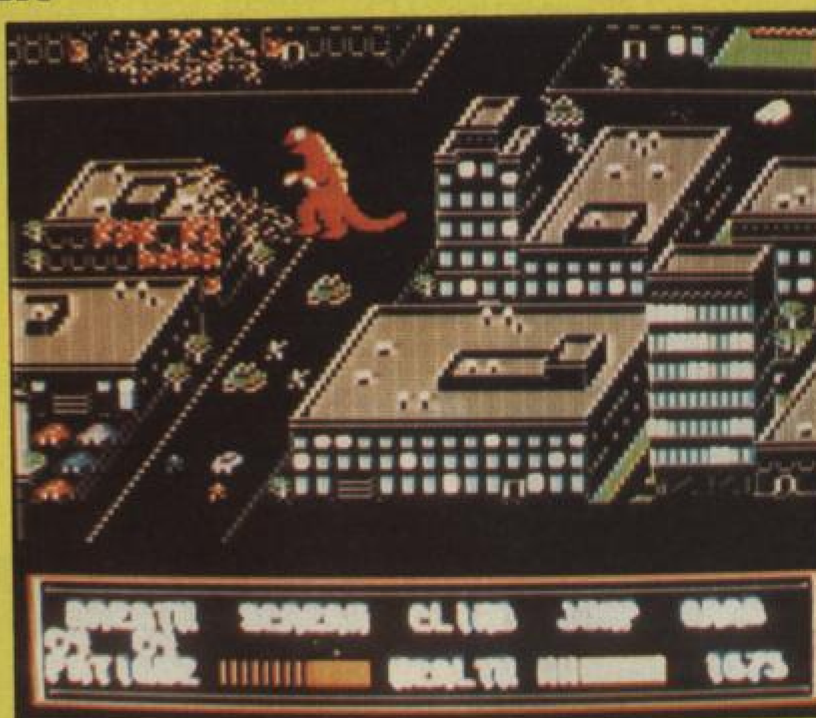




Atari's classic coin-op needs no introduction. It is the biggest grossing arcade game to date, and has sold in excess of 9,000 units. The 64 conversion is being programmed by the team that brought you *Bounder*, and is nearing completion for release in early November. It is actually based on the new two player version of the arcade game, which allows two players to play any of the four characters. Gremlin are confident that they can squeeze virtually the whole game into the 64, with the exception of the speech — although they may still have room for a few words . . .

THE ALL AMERICAN GOLD RUSH!

MOVIE MONSTER



If the prospect of going on the rampage and causing wanton world wide destruction sounds appealing, then you're going to love this neat new game from Epyx. You can become Godzilla for a day, razing whole cities and scaring the living daylights out of wide eyed pedestrians. Don't take any of that F-111 fighter gype from the armed forces — eat them! Roast them with your fiery breath! Destroy them with a single blow of your mighty tail! Who needs the Eiffel Tower anyway . . . Big Ben! Ah, so that's what I just sat on . . . How about playing the part of a Giant Wasp? Maybe a Giant Tarantula is more your line? Or grossing it up in New York as the Glob? Causing mechanised mayhem in Moscow as the Megatron Robot? Or squashing cars and Policemen as the King Cream Puff? The choice is yours when *Movie Monster* is released at the end of October.

MIND PURSUIT

This is Datasoft's contribution to the current trend of Trivial Pursuit games on the 64. The game comes on disk only, and takes place on a board composed of stepping stones. You control one of four different characters, and to cross the gaps you have to answer questions — simple, eh? There are hundreds of trivial American questions available — some text, others visual or aural. Up to four players or teams can play, and there are three difficulty levels. *Mind Pursuit* should be available by the time you read this — read the full review in next month's ZZAP!

XEVIOUS

Another classic Atari coin-op hits the 64! *Xevious* was originally written by Nascom, and was probably the first vertically scrolling shoot em up to appear in the arcades. It failed to make any great impact, but quickly developed a cult following, and has since inspired several arcade and computer games. The 64 conversion is finished, but it won't be released until the beginning of October.





BEYOND THE FORBIDDEN FOREST



In stunning 4D Omnivision! Paul Norman's follow up to *Forbidden Forest* is finished, and should be available by the time you read this. It carries on from where the original left off, but now there are SIX new nasties to contend with, AND you can move and fire in and out of the screen! Full review next month . . .

BREAKTHRU



High speed horizontal scrolling arcade action from Data East, due for release in late November. You are put in control of a highly sophisticated car with the ability to shoot and somersault. Your mission is to battle through five different enemy strongholds and recover a stolen fighter plane. The graphics are nothing special, but the pace is fast, and the opposition furious. It looks as though *Breakthru* will convert very well to the 64.

Evesham Micros

ALWAYS A STEP AHEAD

NEW MK.III VERSION

DOUBLER

The tape back up "device"

Doubler has been an **enormous success** and continues to sell very well. Why? Because it is the **best product of its type** on the market. Doubler uses a unique method that copies **all types of software** regardless of speed. It consists of **hardware and software**. The software is the key part as unlike other products of its type Doubler creates a **brand new machine copy**. It is very easy to use and very successful. In fact our tests **have proved** that this "device" can achieve **100% success**.
Requires access to two data recorders.

ONLY £12.95

Why settle for less—this is the best.

ALIGNMENT PROBLEMS?

1541 PHYSICAL EXAM

£39.95

The program includes a digital alignment disc and software which allows you to **accurately check and correct** disc drive alignment. The instruction booklet is **very detailed**. Also includes quiet drive stops to **stop** that "hammering" thus preventing further problems.

ONLY £39.95

DISC DISECTOR V5.0

Disc-Disector

Now the **FIFTH generation** of the country's **leading** disc back-up/utility package is available. This latest version includes **many more "PARAMETERS" to handle the latest highly protected discs.**

"EVESHAM 3 MINUTE NIBBLER" is the **latest version** of the infamous "Evesham Nibbler" now boasting **even more power and speed. Will now copy even the most highly protected discs in 3-4 minutes.** Handles the latest types of disc protection **completely automatically.** This often involves the use of the **"PARAMETER COPIER"** which adds the vital secret code that the highly protected programs check for (This is the important difference that makes this the best). At the time of going to press this program copied **virtually every disc program available for testing including the latest in games and business software.**

"DUAL DRIVE NIBBLER" allows the use of two drives to make **even faster back-ups.** Incorporates device number change software so no hardware mods necessary.

"NOVA TRANSFER" will **transfer to disc** the latest Nova Load programs including **multi part loaders.** A very useful utility that also includes routines to transfer "Summer Games II" and "Beach-Head II" to disc.

"DISCO" will transfer standard speed load software to disc.

"TRANS QD" allows you to save a fast load system to your own discs.

"DOUBLE BACK UP" is a **very fast** two drive back up.

As well as these important newcomers all the old favourite utilities which have helped earn "Disector" such a large following are included. These include **Menu Maker (selective), Fast Format, Unscratch, Disc Monitor, Disc Orderly, Fast File Copy, Index, etc., etc.**

The whole package is menu driven and has its own fast boot system built in for your convenience. Pays for itself the first day you receive it.

ONLY £29.95

Customers with earlier versions may return them along with a payment of £9.95 to receive V5.0

Programs are CBM 128 and 1570/71 compatible in '64 mode.

Quickdisc+

FAST LOAD PLUS UTILITY CARTRIDGE

After enjoying considerable success since its release we have now made some improvements to "QUICKDISC+" to maintain its position as the best value in the disc "speed up/utility" cartridges.

Fast LOAD (now 5-7 times normal speed). Works with majority of protected software. Can be switched in and out from the keyboard.

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Fast Format takes just 20 seconds.

Fast Backup copies an entire disc in four minutes (not protected software).

Very Fast File Copier for selective file copying at HIGH speed. Now handles files up to **248 blocks** long.

Improved DOS commands (DOS 5.1) makes for easy use of the disc drive. eg. $(RETURN) will LOAD and display a directory without overwriting BASIC. SHIFT RUN/STOP will LOAD ":*",8,1 etc. **Very, very useful.**

Incorporates Centronics printer software (user port) **with CBM graphics** capability (requires user port centronics cable).

A RESET switch is fitted. (We have found this to be "unstoppable", it even preserves the tape buffer).

NO MEMORY IS USED by this cartridge, it is totally "transparent" and uses special switching techniques.

"128" and 1570 compatible in '64 mode.

PLUS MANY MORE USEFUL FEATURES TO MAKE YOUR 1541 FAR MORE FRIENDLY TO OPERATE.

ONLY £19.95

When reviewing "Quickdisc+" Commodore Horizons said: **"A MUST FOR EVERY 1541 OWNER".**

NOW EVEN FASTER

FREEZE FRAME

THE BEST IN BACKUP METHODS IS NOW EVEN BETTER

NOW HANDLES PROGRAMS THAT LOAD SUBSEQUENT PARTS

"Freeze Frame MKII" must have been the **world's most powerful and most successful** backup product. The success of "Freeze Frame" spawned several imitators but they are pale imitations of, what we are convinced, is the **most advanced and easy to use backup product in the entire world.**

Now the **"MKIII" version** has moved "Freeze Frame" well ahead of the "opposition". As well as its unfailing skill in handling **every memory resident program** available for testing up to 1st July 1986 it will now transfer from tape to disc the vast majority of **programs that load subsequent parts.**

FEATURES

- TAPE TO DISC
- DISC TO DISC
- COMPLETELY SELF CONTAINED, NO EXTRA SOFTWARE NEEDED
- FILES COMPRESSED FOR ECONOMY OF STORAGE SPACE
- 128/128D COMPATIBLE IN 64 MODE
- TAPE TO TAPE
- DISC TO TAPE
- RELOAD INDEPENDENT OF THE CARTRIDGE
- NOW HANDLES PROGRAMS THAT LOAD EXTRA PARTS
- PROGRAMS RESTART FROM THE POINT BUTTON IS PRESSED

OPERATING "FREEZE FRAME"

"Freeze Frame" is **simplicity itself** to use. It is cartridge based so is simply plugged into the cartridge port. When the computer is switched on a message is displayed, pressing "RETURN" will clear the computer back to the normal start up screen. Software can now be loaded from tape or disc **completely as normal.** The latest version of "Freeze Frame" will, to the best of our knowledge, allow **ANY software** to load and run normally (unlike competitive products).

"Freeze Frame" can be brought into operation at any convenient point by **pressing the button** on it. You can then do one of three things:—

1. **Pressing "D" will save a working version of the program in memory to a formatted disc. This version will include an auto booting very high speed reload (many programs reload in less than 30 secs).**
2. **Pressing "S" will save to disc with a standard reload speed that can be used by non 1541/70/71 drives U.S. spec. machines, etc., but perhaps more importantly by most fast load cartridges and systems. Use "Dolphin DOS" to reload anything in less than 10 secs. (Also suitable for U.S. spec. machines.)**
3. **Pressing "T" will save a working version of the program in memory to tape. This incorporates a high speed reload at approx. 2400 baud.**

IT'S AS SIMPLE AS THAT

ALL PROGRAMS SAVED WITH "FREEZE FRAME" CAN BE RELOADED INDEPENDANTLY OF THE UTILITY

ONLY £39.95

Owners of earlier versions can return them and upgrade for £14.95.

SERIOUS WARNING: THIS IS AN EXTREMELY POWERFUL PRODUCT AND IS STRICTLY FOR PERSONAL USE. DON'T COMPARE IT WITH ANY OTHER PRODUCT, NOTHING ELSE OFFERS THE POWER OF "FREEZE FRAME".

QUIET DRIVE STOPS

This package incorporates new drive stops for **two 1541s** that will **end for good** the dreaded "woodpecker". The fitting process is very easy and a test program is provided to check the fitment. Helps prevent future alignment problems and makes your drive purr with satisfaction.

ONLY £4.95

ODDS AND ENDS

STAR NL10C The best Commodore ready printer, many features including 120cps draft mode, 27cps near letter quality, tractor and friction feed with semi automatic single sheet feed, most functions front panel switch selectable but perhaps most importantly the **interface cartridge is replaceable.** So if you change to another make of computer you simply purchase a new interface to suit. **ONLY £269.00**

DISC NOTCHER Allows you to easily cut a second write protect notch in your discs so that you can use both sides. A very useful gadget. **ONLY £6.95**

AZIMATE 3000 Lets you realign the head of your data cassette quickly and easily. Supplied with suitable screwdriver. **ONLY £6.95**

3M DISKETTES The best quality discs, available from us at the price of cheap ones. Buy the best, they last a lifetime. Boxes of ten—

SINGLE SIDE/DOUBLE DENSITY	£11.95
DOUBLE SIDE/DOUBLE DENSITY	£13.95
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COMMODORE COMPATIBLE DATA RECORDER Performs the same operations as the C2N or 1531 but a useful saving. Also includes a pause button (if for use with C16/PLUS4 please state) **ONLY £29.95**

AND THEN THERE WAS DOLPHIN DOS

THE DIFFERENCE IS *STAGGERING*

Like everyone that has had the pleasure of seeing this system in operation you will be amazed by both the speed and ease of use. It is compatible with the majority of commercial software, speeding up both the program loading and SEQ/REL files. Fitting requires the insertion of two sub assembly boards, one in the 1541 and one in the '64/'128. This does not normally entail soldering, although a small amount will be necessary with some machines.

THE FEATURES

25x FASTER LOADING (PROGRAM FILES)
12x FASTER SAVING (PROGRAM FILES)
10x FASTER LOADING (SEQUENTIAL FILES)
8x FASTER SAVING (SEQUENTIAL FILES)
3x FASTER LOAD AND SAVE (RELATIVE)
(These figures do not allow for searching)
Easy DOS commands from function keys.
Fast formats 40 tracks giving 749 blocks free.
Centronics driver software inbuilt.
Machine code monitor.
Can be switched out if necessary.

ONLY £69.95

If you require further information please send SAE for fact sheet.

Operates with the CBM 64 or 128 in '64 mode with 1541 disc drive.

SUBJECT TO AVAILABILITY. ALL ORDERS DESPATCHED THE WORKING DAY AFTER RECEIPT

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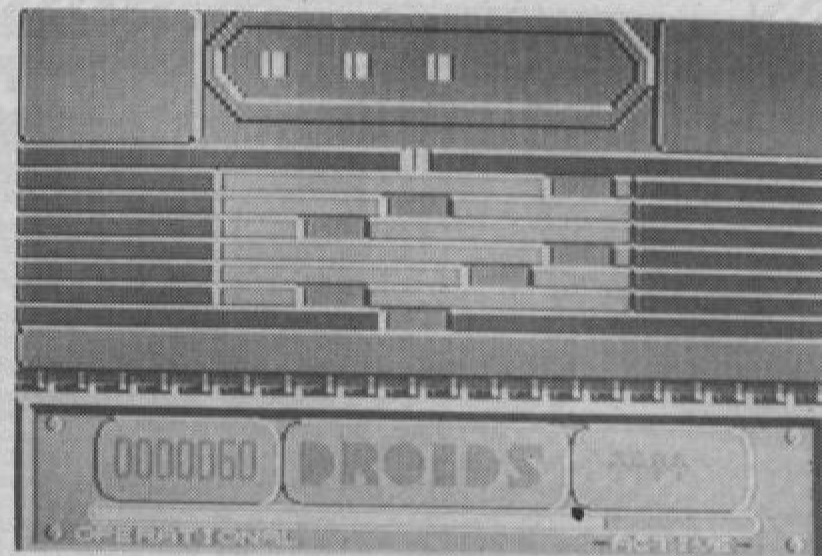
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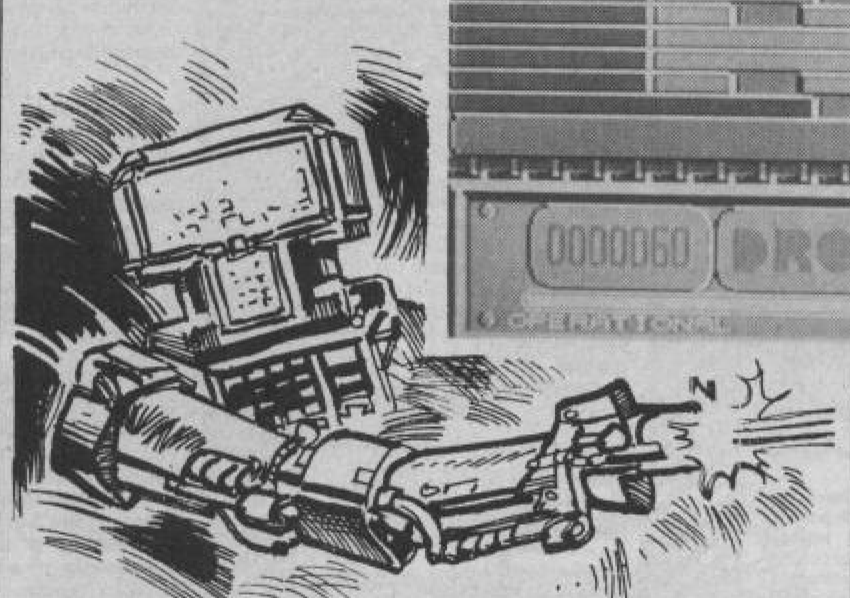
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Tel: 021-458 4564

In Australia contact: **MICRO ACCESSORIES of S.A.,** 39b Anderson Walk, Smithfield, South Australia 5114. Tel: (08) 254 6284

DROIDS

Anglosoft, £7.95 cass, £12.95 disk, joystick only





EDWARD is an Environmental Defence WARDen, a super computer who happens to be in control of a new prototype warship, codename Arachnid. Unfortunately, a massive solar flare damaged him beyond repair, and Mission Control lost all contact . . .

EDWARD still thinks he is in Red Alert mode — stupid computer. Now, anything that comes within range is automatically obliterated. And in twenty four hours the Arachnid will be passing by the planet Venus . . . Oh dear, oh dear.

The ultimate objective of the game is to disable the warship, and thus prevent EDWARD from destroying Venus, by using your skill and judgement, and information extracted from your briefing.



Droids could have been an interesting game with its arcade and puzzle elements, but unfortunately it isn't so hot in terms of gameplay. The firing system is difficult, since your droid can only fire when you are facing either left or right, and to do that you have to be running. You usually overtake EDWARD's droid, and it all becomes rather annoying. The puzzles interested me for a few goes, but even they become boring. Overall this game isn't up to much, and I can't see it interesting many people at all.



This isn't too bad for a first release, I suppose, but it could have been a lot better with a little more effort. It strikes me as being a sort of Paradroid *derivative, but from a different viewpoint. The pace is too slow for my liking, and although there's plenty to do, the game isn't very exciting to play. Some pretty graphics and a decent soundtrack would have livened things up a bit — but not much. Anglosoft show promise, I'll say that. Hopefully, their next will be a better example of what they can do.*

The Arachnid, on which EDWARD is based, is the first unmanned warship in its class. It is very heavily armed, and swarming with droids all awaiting to engage you in combat. Fortunately, you are armed with a nifty laser cannon and 255 units of energy.

Firing the cannon depletes your energy supply, but it can be replenished by successfully completing a *Frogger* type sub-game, accessible from one of the many computer terminals scattered around the ship. Unfortunately, there are only six energy packs on each level.

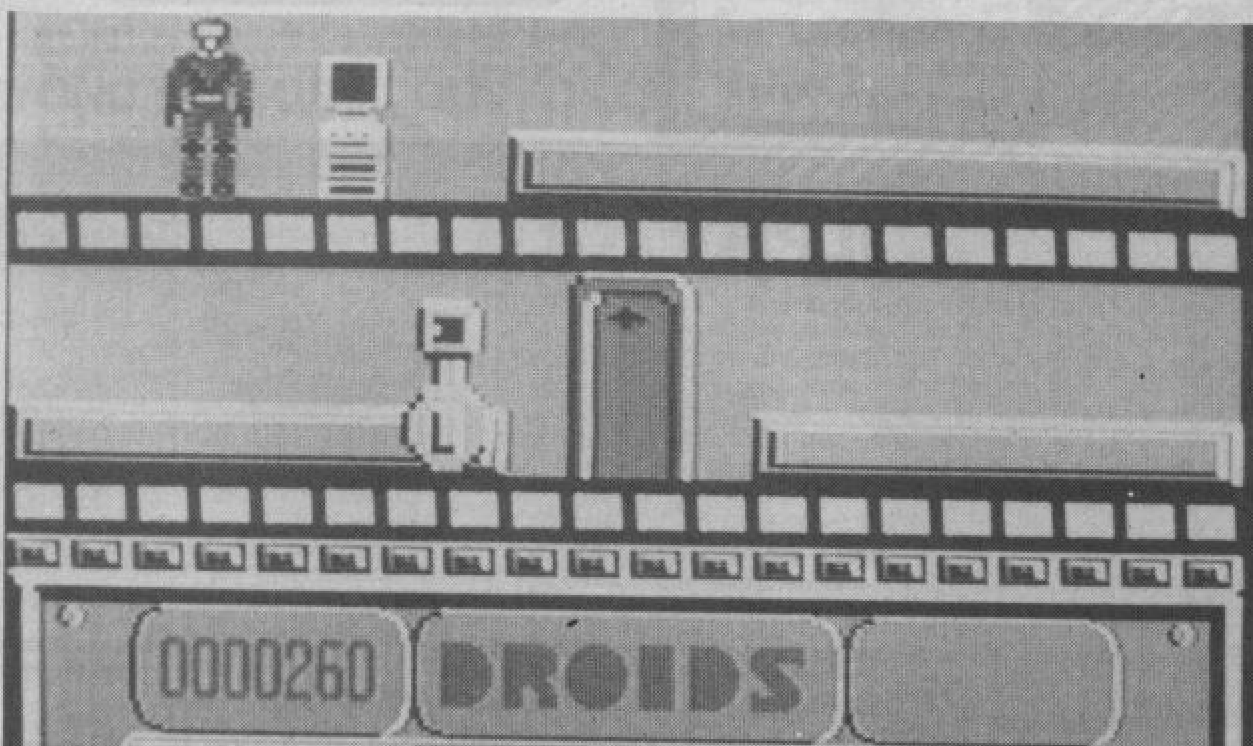
The on-screen display shows a side view of two decks on which you can move around and blast away to your heart's content. Doors and vertical conveyor belts link the decks, and these must be used to move between floors. Transporters are thoughtfully provided so that you can move to different areas of the ship.

Each level can only be shut by entering the correct five bit code into one of the computer terminals. However, to do this you must first dispose of all the droids on that level — not an easy task.



This is a loose cross between Paradroid *and* Impossible Mission, *but unfortunately it hasn't got the playability of either. There are plenty of good ideas within the game, but on the whole the game is a dull one which gets boring after a couple of plays. The graphics aren't too bad and the title screen is pretty good, but the sound is virtually non-existent. It's a shame that the game is so dull, it has some nice ideas which unfortunately haven't been expanded upon. As it stands I can't really recommend it.*





Presentation 78%
Adequate instructions, nice title screen and in-game presentation.

Graphics 49%
Big, but not very detailed sprites, and simple backdrops.

Sound 21%
Very few spot FX.

Hookability 55%
Simple to get into, but lacking immediate action.

Lastability 44%
Slow and repetitive, but quite playable.

Value For Money 45%
An average game which is well packaged.

Overall 46%
A simple cross between *Paradroid* and *Impossible Mission.*

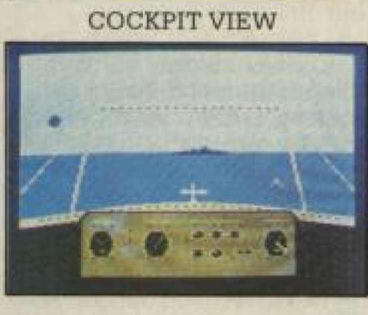
Battle for Midway, Battle of Britain, Theatre Europe, Falklands '82, Iwo Jima, AND NOW -

Bismarck

MAIN MAP



COCKPIT VIEW

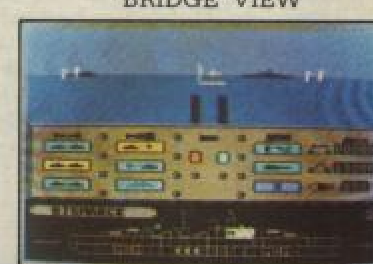


On the evening of 24th May 1941, HMS Hood took a direct hit in her magazine. Of the 1415 men on board, only 3 escaped with their lives. BISMARCK had claimed her first kill.....

AIR RECON MAP



BRIDGE VIEW





FREE DEMO TAPE OFFER - See below for full details

Features: GAME CONTROLS: Command Bismarck vs. Computer, Royal Navy vs. Computer, Full joystick control, Icon driven, Variable speed game, Variable difficulty level, "Set Battles" option, Save Game, Real time Action. FLEET CONTROLS: Main map screen, Air reconnaissance screen, Weather forecasting. SHIP CONTROLS: Visual search from bridge, Radar search, Control heading, speed etc., Fire heavy guns, Control anti-aircrafty guns, Allocate damage control via fully detailed plan views, Torpedo attacks, Fairey Swordfish flight simulator.

To receive your FREE Demonstration Tape of BISMARCK and a catalogue of our other products, send a self addressed envelope (at least 11cm X 22cm) with a 17p stamp to "BISMARCK DEMO", DEPT Z, PSS, 452 STONEY STANTON RD, COVENTRY, CV6 5DG. TEL (0203) 667556. (Offer only available while stocks last)

CBM 64/128 9.95 (C) 14.95 (D)

WARGAMERS SERIES

PSS

TEST BUDGET

WARHAWK

Firebird, £1.99 cass, joystick only

Attention all joystick wagglers of the nth degree — your latest all zapping, all blasting, all anarchic mission is about to unfold before your very eyes courtesy of Proteus Developments and Firebird. *Warhawk* is a vertically scrolling shoot em up which has you battling your way through squads of aliens over various terrains set on the none too stable remains of decaying asteroids.

The aliens take various forms, all with their own characteristics. There are galactic mines which plummet towards Warhawk vertically, Scorpions which stand in line waiting for your arrival then suddenly flying into a sadistic attack, and mutant Pac Men who look as if they are quite easy to deal with, but just when you think you've overcome them they turn tail and return with a vengeance. Accompanying these are other nasties which have no power to blast you, but do provide a challenge.

Your hardships are not merely restricted to advancing alien forces, oh no, amongst them are the flotsam and jetsam of outer space in the form of boulders which hurtle towards you. If you can't blast them, then avoid them — and if you can't avoid them, then say bye bye to your energy.

Each level is built up in a similar fashion, comprising of zapping your way through hoards of aliens (just as well your ship incorporates the latest in laser blasters, isn't it?), and knocking down towers that cover the surface of each planetoid. When you have done that for a sufficient time, then you meet the big nasty itself! Tackling it is straightforward enough, but difficult (!) — the main tactic being shooting it to death as it whizzes across the screen. Completing that successfully, you are then launched into further stages of frantic battling.

The scoring system is simplicity itself — the more aliens you obliterate the bigger score you get — and it is displayed at the bottom of the screen along with your power packs, represented by nine yellow triangles which slowly diminish according to the amount of injuries you sustain. Luckily your power packs are replenished at the beginning of each level. The levels continue with wave after wave of aliens, each level becoming more treacherous than the last.



This isn't at all bad, especially if you're a shoot em up fanatic who wants something reminiscent of the arcade game Starforce. *The graphics are quite good and there are plenty of baddies to keep you on your toes. The Rob Hubbard tune pounds away, adding a certain freneticism to the game. I liked playing it, and as budget games go, this is certainly one of the better ones.*



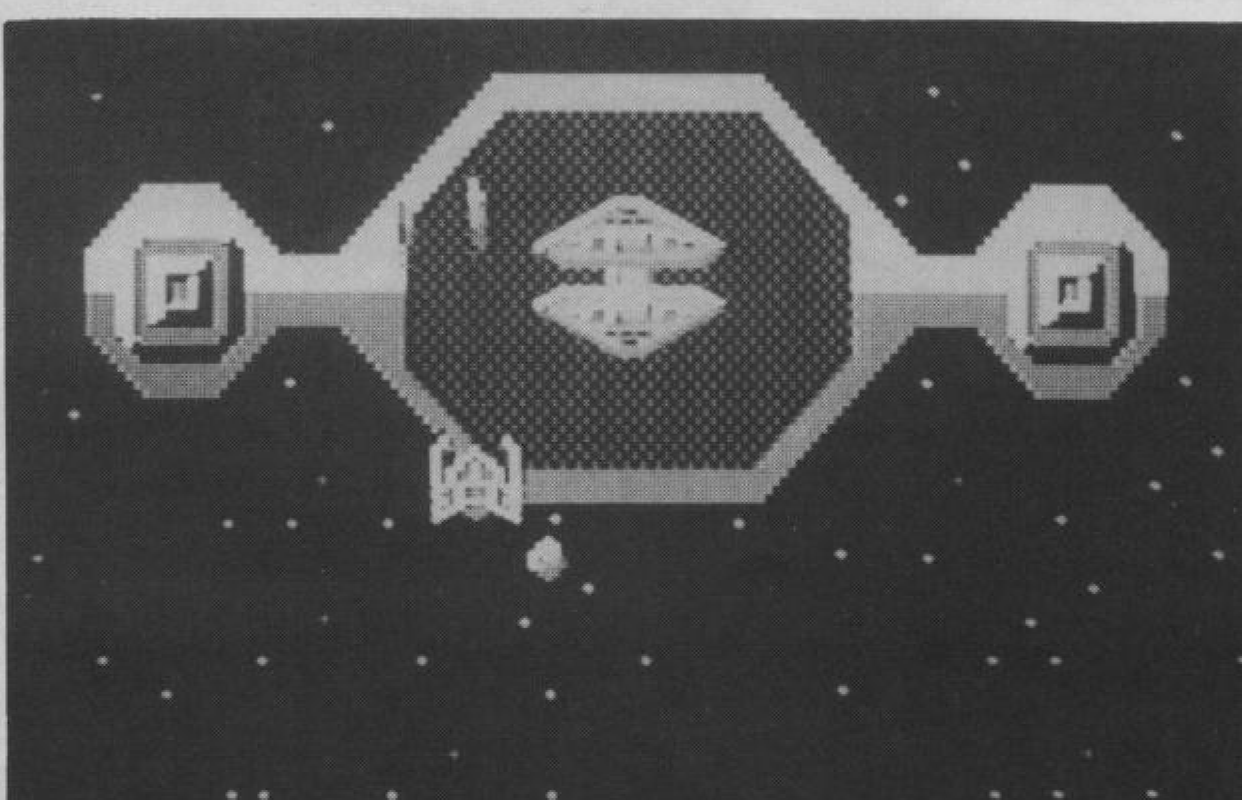


Yawn, thought I, another cheapy shoot em up. But wait, this familiar and somewhat tired concept has been given an interesting new lease of life. In traditional ZZAP! style I played it without instructions, and let's face it with this game who needs 'em? It just proves how playable this game is. Thrilled by the graphics and amazed by the superb sound (the music is well up to Rob Hubbard's usual excellent standards and the effects are also very good), I've been returning to it again and again. The game itself does look a little like Uridium, *but then both are based on the arcade game* Star Force. *At only £1.99 no self respecting 64 shoot em up freak should be without it. Excuse me, but I'm off to have another go . . .*



I'm not overly keen on this average Starforce *clone. It features some of the weakest bas-relief graphics I've seen on the 64 — surprising, considering how simple it is to produce decent quality metallic characters. Rob Hubbard's title screen music is good, but it doesn't work so well when played throughout the game — it would have been better to have more FX and no music during the game. As shoot em ups go this isn't bad, and at two quid it's worthy of consideration.*





Presentation 64%
Nothing spectacular, but adequate.

Graphics 63%
Poor use of the bas-relief effect all round.

Sound 90%
Meaty Rob Hubbard soundtrack pounds away throughout the game — the spot FX and jingles are good, too.

Hookability 86%
A delight to get into.

Lastability 79%
Not a great deal of variety, but addictive all the same.

Value For Money 86%
Lots of good solid blasting for only two quid.

Overall 80%
One of the better shoot em ups on the 64 — one of the cheapest, too.

THE MUSICIAN'S OTHER BALL

The Mighty Bogg (aka Graham Marsh) plays around with Commodore's Music Expansion System . . .

Isn't it strange how all reviews tend to follow a similar format? Especially when they are about musical products. They all start by saying 'The Commodore 64 is well known for its musical capabilities . . . blah . . . blah . . . blah . . . ' which leads nicely into the review. I'm not going to say that (he says, knowing full well that he just has done) because we all know how good the 64 is musically. But, Music Sales have come up with a device which leaves even the amazing SID chip way behind — the FM SOUND EXPANDER. Officially it is called the MUSIC EXPANSION SYSTEM, but that's too long to keep repeating, and the abbreviation is rather dreadful. So, I'll refer to it as the FM EXPANDER.

To get your FM Expander you will need in the region of 150 quid. All of you who went 'What!' and are about to turn the page, don't. It's an absolute bargain. Anyone who has had any experience of synthesizers will tell you that. But now you want to know WHY it's such a bargain, probably thinking that there must be a catch somewhere. Well, there's no catch, just unbelievable Value For Money.

For your 150 you get: A FULL-SIZE FIVE OCTAVE KEYBOARD, the FM EXPANDER MODULE (the heart of the system) and SOUND STUDIO, a software package. In addition to these main components you get a two manuals, two leads, and the FM Expander software. All contained in a four-foot long box that makes everyone stare at you with abject curiosity.

THE KEYBOARD

Doesn't need much explaining, this one. It's a 61 note job which has full-sized keys, and it plugs into the side of the Expander module, which is a cartridge (more about that shortly). The keyboard is excellent. Can't fault it. That's about it!

THE MODULE

This is a cartridge in the now standard CBM shape, ie weird. It is the heart of the entire system, producing all the sounds. It has 8 individual voices, so 8-note chords are standard. The sounds are produced using state-of-the-art FM technology, as used in the legendary Yamaha DX7 synthesizer. Indeed, the chips are manufactured by Yamaha themselves which is a guarantee of quality in anyone's mind. Now consider this: The DX7 will set you back a four-figure sum, whereas your Expander is little above the two-figure mark.

Obviously the DX7 is much better, but you are still getting the same technology, although in a slightly reduced format. FM sound synthesis can create many sounds, real or otherwise, and they all sound marvellous. You cannot create your own sounds with the software supplied, but there are software packages coming out soon which will enable you to do so.

You can hook up the expander to a hi-fi if you wish, or even to your humble TV. The former is strongly recommended, the latter is not. Two leads are supplied, one is for connecting your TV via the audio DIN socket on the back of your 64, the other is for connecting to a CBM monitor.

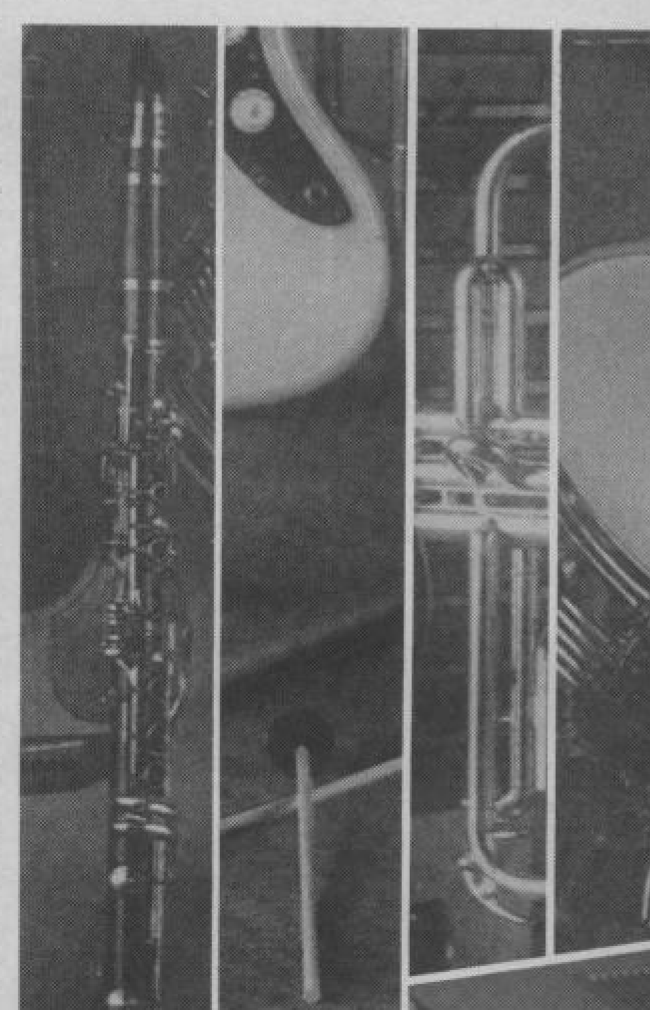
THE SOFTWARE

The software supplied is either tape or disk, you don't get both so make sure that you get the necessary system. Disk users are better catered for, but not much. Tape users still get a good deal, they just get less demos and sounds than the disk users. I'll detail the tape version of the software, with notes for disk users . . .

You get 12 preset sounds to play with (24 on disk) in 8 or 4-note polyphony (an ENSEMBLE function places two voices on each note played, therefore giving double quality-sounds. Unfortunately, this reduces the polyphony to 4 notes, but it's well worth it). The sounds are marvellous, a treat to hear. Some would not be out of place in a recording studio. There is a great variety of sounds, and the 'real' sounds, eg STRINGS, ELECTRIC PIANO, ORGAN etc, are very realistic.

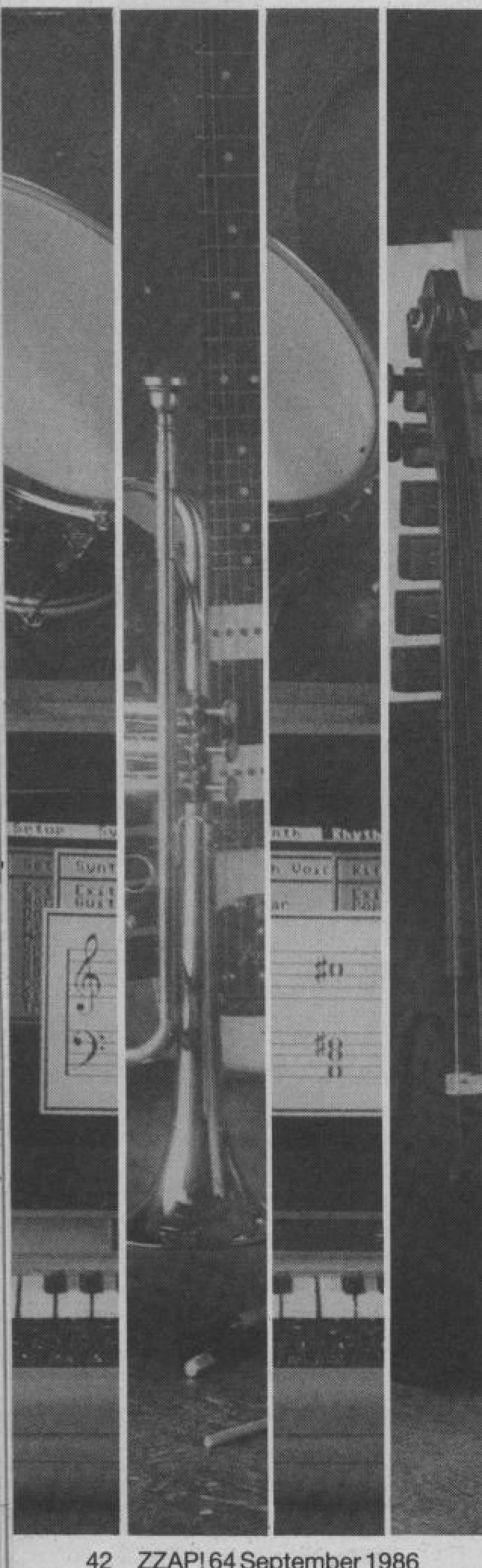
There are a couple of more abstract synth sounds, one of which could have come straight from a Howard Jones album. It's that good. I needn't describe all the sounds here, as future software will let you create any sound you wish. At the moment though, the preset sounds are so good you won't be pining too much for other software.

There are numerous ways of playing the keyboard, you can have a split keyboard, ie a different sound at each side of a user-definable





THE MUSICIAN'S OTHER BALL



split, you can have one-finger chords, auto-accompanied rhythms, memory play (play a chord and it will continue to play when you let go of the keys), and the standard 8 note or 4 note polyphony. The rhythms are, quite frankly, naff. You can play along with them or use auto-accompaniment. This is clever, as each rhythm has a preset bass and chord pattern which plays along with the rhythm.

When you get bored of this, you can try the RIFF MACHINE. This is entertaining, but unfortunately you can't play along. There are DISCO, POP, and COUNTRY BANJOS (disk users get BIG BAND riffs as well). Select the riff you wish to hear, and then press any of the piano keys. Each riff title has twelve sub-tunes, selected by each note of any octave, eg C plays riff 1, C* plays riff 2, and so on. The DISCO and POP riffs belong in the 1970s. I don't think you'll find too many of these being played in your local disco, but they are well arranged and do grow on you. COUNTRY BANJOS are just that, if you like banjos you'll like the 12 banjo riffs, but it's not really my cup of tea. The BIG BAND riffs (disk only) are really great. After hearing these a few times you'll start to dance when James Last comes on the wireless, as they are spot-on. Great stuff!

After the riffs you get the actual music demos, which are very good indeed. There's TELSTAR (out of date synth-rock) and, if you're using the disk version, WINNER TAKES ALL and FAIRY DANCE (uncanny lead sound). All of these are superbly arranged, and are entertaining for a time. Incidentally, you can play along with these tunes, but you do lose the lead voice.

The only bad thing about all the facilities described so far, is that options can only be selected by using the function keys. This is very fiddly. You have to hit F1 to move a 'highlighter' bar up, and F3 to move it down, and then F7 to 'fire'. It really is irritating, especially when choosing sounds, as you have to go down the entire list of sounds if you want the last one. This is but a minor criticism though, considering what can be done.

Well, I think that's it FM-wise. By now if you're not convinced enough to go out and buy a MUSIC EXPANDER SYSTEM, then I don't know what to say to you. Take up pigeons or something.

THE SOUND STUDIO

The last thing to tell you about is the SOUND STUDIO. This is a SID-based piece of software, and does not interact with the FM EXPANDER in any way at all. It is an odd addition to the package — let me explain why . . .

As soon as I heard the FM expander, I abandoned all projects connected with the SID chip, as going from the quality of FM to the rather lesser quality of SID is like going from a Rolls Royce to a donkey, However, I shall complete the job and tell you more about SOUND STUDIO . . .

There are two separate programs here, the SOUND EDITOR and the MUSIC EDITOR. Each loads separately. Sound Editor is used to create up to 60 sounds, for use with Music Editor. Unfortunately, this program is written in BASIC, and is a bit slow in operation. However, there are many useful tricks, such as VIBRATO, PULSE MODULATION, and PORTAMENTO — most of the things you'd expect to find on a decent synthesizer. SID is used to the full and nothing is left out.

Editing a sound is easy enough. Choose a sound from 1 to 60 (that's a hell of a lot of sounds), and using cursor keys position an arrow over a sound parameter you wish to change, eg the waveform. Then, cursor left or right to alter the parameter. You can hear the sound at any point, for reference, and really you shouldn't have any problems. I didn't, and if that's the case then it must be easy. All 60 sounds are saved as a Sound Bank, which can then be loaded into the Music Editor program.

The Music Editor is very tricky, but after a few goes you get used to it. All music is entered in individual 'tracks', ie Voice 1 is track 1, Voice 2 track 2, and so on. You can enter music in Real Time, ie As You Play It. This can be fun, in my case I made so many mistakes (you can only use the plastic Music Maker overlay — UURGH!) that I gave up on this section after a short while. With a bit of practise on the plastic overlay (which is not supplied I hasten to add) you can cope, but I find it pretty tough going. It's a shame that the large Five Octave keyboard from the FM Expander isn't compatible, as this would make life much easier.

The alternative to Real Time entry is Step Time. Each note of each track is entered individually, in a sort of 'program listing' format. You sort out which track you want, and then enter your notes. The format for this is NOTE, OCTAVE, and VALUE. You have to enter whole tunes like this, and it's really painful. However, editing is simple, you just scroll through the listing, and insert your new note in the right place. You can have a new sound on each note if you like, and can use up to 60 sounds created with the Sound Editor.

There are some demo sounds to get you started, so with 60 of them you shouldn't go short just yet. Selections of music can be repeated very easily, just by scrolling through the music and inserting markers for start/end/number of repeats. It can be difficult actually following your music, as you don't get a musical stave, but it's easy enough to get used to. If you've a very long piece of music, you don't have to scroll through it all to modify one note right at the end, you just jump to the correct line of the listing. You can have 3450 notes per tune, which is a lot of music.

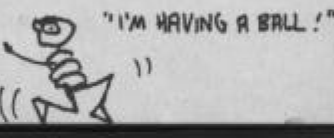
Tunes can be loaded and saved to tape or disk. The trend these days is for music to run independently of the utility, but most programs do not have this facility. That goes for this one too, you can't run music without the program in memory. So, after all this effort on your part, what does the music actually sound like? The answer . . . GOOD. You won't become Rob Hubbard overnight, but you do get part way there! There are a couple of demo tunes supplied, but they aren't anything special, and don't show the package in its true light.

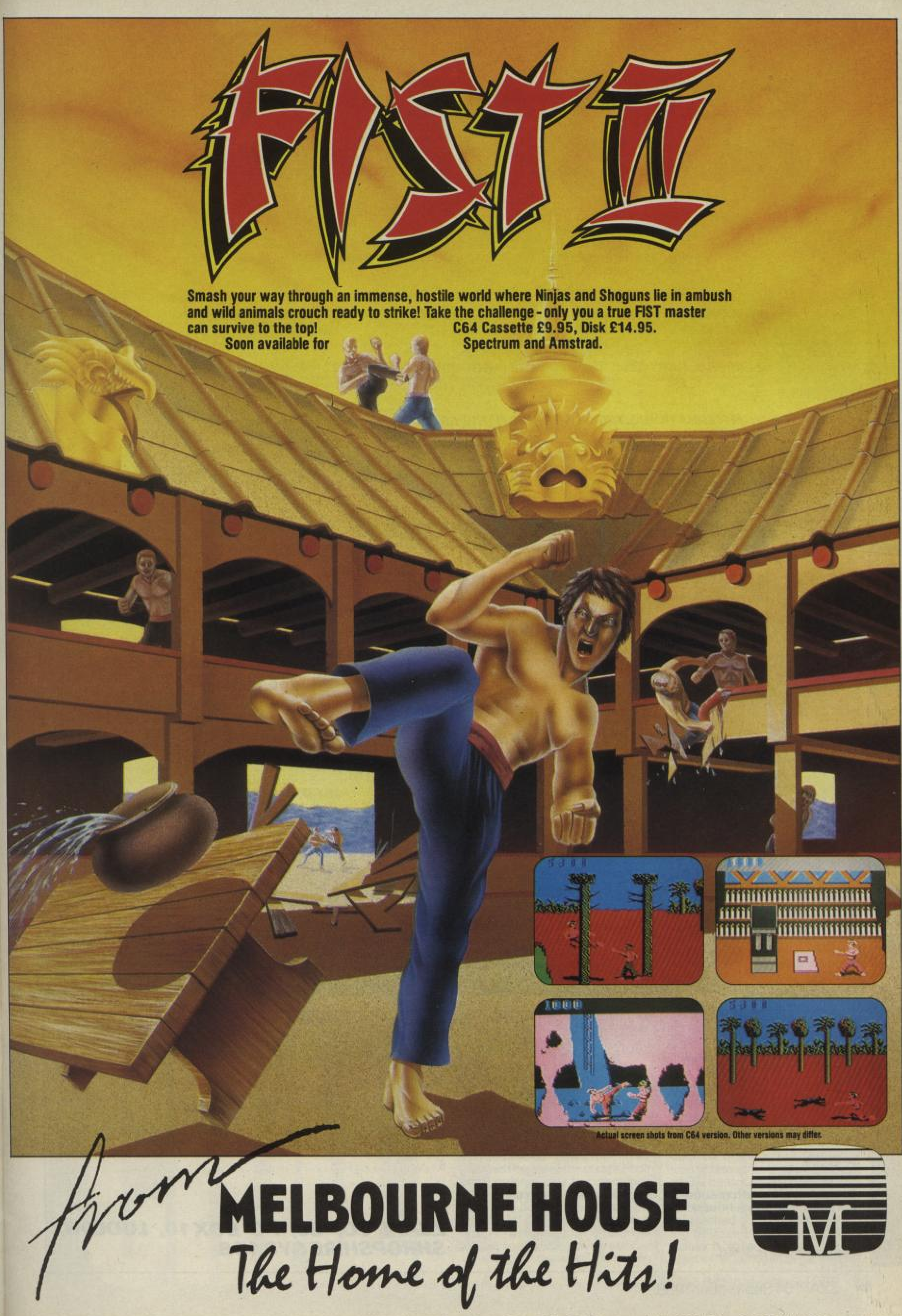
All in all, this is one of the best SID packages on the market. The only snag is not being able to run music without the main program in memory, which would put it above many of the other music programs on the market. Take note Music Sales!

Well, that's about it from me, by now you ought to be reaching for your wallet, but if not . . . why not? Overall, this is the most exciting musical package ever produced for the 64/128, and with the new software and MIDI interface on the horizon us music buffs are in for a VERY exciting time. If you want a chat about any of the things mentioned here, why not mail me on COMPUNET, ID GM3, or on MICRONET, ID 919994961.

ADIOS AMIGOS!

Bogg




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Chart Voting Draw Winners

WINNER (£40 worth of software plus ZZAP! T-shirt): **William Delaney**, Coulsdon, Surrey

RUNNERS UP (ZZAP! T Shirt and cap): **Samrath Singh**, Wereburghs, Bristol; **Angelo Wiggins**, Swanage, Dorset; **David Connor**, Aintree, Liverpool; **R C Allan**, Woking, Surrey.

1 *(1)* **URIDIUM** *(9%)*
Hewson, £8.95 cass, £12.95 disk
ZZAP! Overall Rating 94%

2 *(3)* **MERCENARY** *(9%)*
Novagen, £9.95 cass, £12.95 disk
ZZAP! Overall Rating 98%

3 *(4)* **INTERNATIONAL KARATE** *(8%)*
System 3, £6.50 cass
ZZAP! Overall Rating 91%

4 *(2)* **PARADROID** *(6%)*
Hewson, £7.95 cass, £12.95 disk
ZZAP! Overall Rating 97%

5 *(5)* **HARDBALL** *(6%)*
US Gold, £9.95 cass, £14.95 disk
ZZAP! Overall Rating 93%

6 *(12)* **SUPERBOWL** *(5%)*
Ocean, £9.95 cass
ZZAP! Overall Rating 90%

7 *(14)* **THRUST** *(4%)*
Firebird, £1.99 cass
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8 *(6)* **SUMMER GAMES II** *(2%)*
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ZZAP! Overall Rating 97%

9 *(5)* **WINTER GAMES** *(2%)*
US Gold, £9.95 cass, £14.95 disk
ZZAP! Overall Rating 94%

10 *(8)* **THE EIDOLON** *(2%)*
Activision, £9.99 cass, £14.99 disk
ZZAP! Overall Rating 97%

11 *(19)* **SPINDIZZY**
Electric Dreams, £9.99 cass, £14.99 disk
ZZAP! Overall Rating 98%

12 *(9)* **BOUNDER**
Gremlin Graphics, £9.95 cass, £14.95 disk
ZZAP! Overall Rating 97%

13 *(11)* **YIE AR KUNG-FU**
Imagine, £8.95 cass
ZZAP! Overall Rating 68%

14 *(10)* **COMMANDO**
Elite, £9.95 cass, £14.95 disk
ZZAP! Overall Rating 77%

15 *(-)* **LEADER BOARD**
US Gold, £9.95 cass, £14.95 disk
ZZAP! Overall Rating 97%

16 *(13)* **ELITE**
Firebird, £14.95 cass, £17.95 disk
ZZAP! Overall Rating 95%

17 *(16)* **ROCK 'N' WRESTLE**
Melbourne House, £8.95 cass
ZZAP! Overall Rating 53%

18 *(15)* **KUNG-FU MASTER**
US Gold, £9.95 cass, £14.95 disk
ZZAP! Overall Rating 79%

19 *(18)* **PITSTOP II**
US Gold/Epyx £9.95 cass, £14.95 disk
ZZAP! Overall Rating 91%

20 *(-)* **GREEN BERET**
Imagine, £8.95 cass
ZZAP! Overall Rating 93%

21 *(25)* **BOMBJACK**
Elite, £9.95 cass, £12.95 disk
ZZAP! Overall Rating 47%

22 *(-)* **SLAMBALL**
Americana, £2.99 cass
ZZAP! Overall Rating 96%

23 *(20)* **RAMBO**
Ocean, £8.95 cass
ZZAP! Overall Rating 65%

24 *(-)* **GHOSTS AND GOBLINS**
Elite, £9.95 cass, £14.95 disk
ZZAP! Overall Rating 97%

25 *(21)* **FIGHT NIGHT**
US Gold/Sydney, £9.95 cass, £14.95 disk
ZZAP! Overall Rating 93%

26 *(-)* **KNIGHT GAMES**
English Software, £8.95 cass, £12.95 disk
ZZAP! Overall Rating 90%

27 *(22)* **REVS**
Firebird, £14.95 cass, £17.95 disk
ZZAP! Overall Rating 96%

28 *(17)* **KORONIS RIFT**
Activision, £9.99 cass, £14.99 disk
ZZAP! Overall Rating 96%

29 *(29)* **STARQUAKE**
Bubble Bus, £8.95 cass
ZZAP! Overall Rating 93%

30 *(-)* **TAU CETI**
CRL, £9.95 cass, £14.95 disk
ZZAP! Overall Rating 93%

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THE ZZAP CHALLENGE

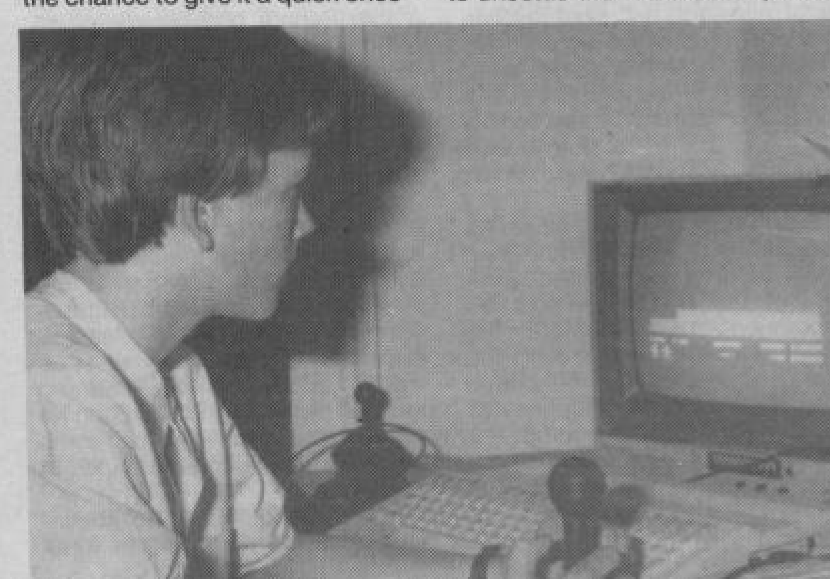


A GHOSTIN' 'N' A GOBLIN . . .

I despise this time of year — the pathetic heat generated by your under-powered sun makes my viewing utensils steam up. I will have to get some sort of air-conditioning installed into my suit. But even the discomfort from the heat pales into insignificance when compared next to that generated by Girly Penn's smug visage as he struts around the ZZAP! offices like an over-sexed rooster in a henhouse.

Still, the task of ridding Penn is easier than destroying your sun, so it is with these thoughts in mind that I set about finding a worthy challenger to wipe the floor with him. During my search I stumbled across a **Matthew Ward** hailing from Ilford in a ridiculously named county called Essex. A high score of 37,000 on *Ghosts 'n' Goblins* put him in a class above the others, so I summoned him to ZZAP! TOWERS. I made sure that Penn the pestilence wasn't informed that he was to play *Ghosts 'n' Goblins* until a day before the challenge. Consequently, he had precious little time to practice . . .

The game itself has a strange storyline. An ugly looking human female has been kidnapped by a handsome demon prince who is, for reasons best known to himself (but I can think of many), keeping her captive in a castle. You play a knight who goes to her rescue, which involves battling through many screens of the demon's territory. I was looking forward to seeing Penn being knobbled by zombies, bats and other unfriendly creatures.



Cool, calm and relaxed — Matthew battles on bravely, safe in the knowledge that Penn is an imbecile.

The fateful day dawned and Matthew arrived with a fresh and keen look spread over his features. I thought he seemed a little young, and on enquiring his age was told that he was a mere 14 years of age. But I then remembered that a minute fellow of similar age had disposed of that rheumic rhesus, Rignall, many moons ago. Newfound hope pounded through my pulmonary system. With him, Matthew brought a willing chap who had dutifully carried his joystick all the way from his home town. It was a strange looking object with a long shaft and a large, bulbous knob at the end. I had never seen one like this before, but was told it worked efficiently and was even offered the chance to give it a quick once-over. But I declined — more important things were afoot.

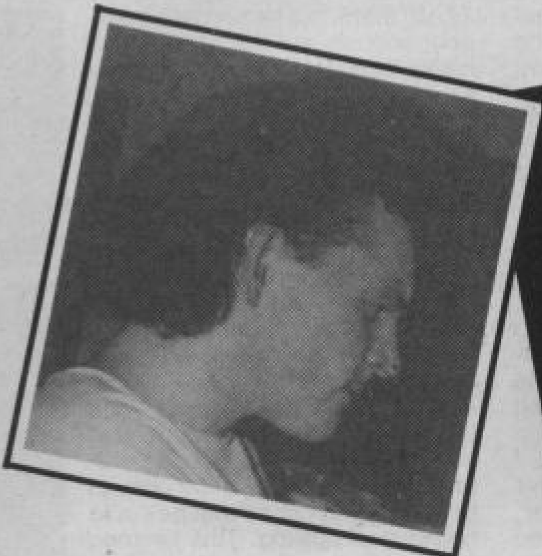
Penn tried to psyche out my mini challenger with an ugly looking sneer (with such a vile face it couldn't have proved too difficult), but the tough chap just stared stonily back — a sensible move. I hurled one of my metal gauntlets at the girly one's ear which soon stopped his feeble tactics. Before he had a chance to open his foul mouth I laid down the rules of the challenge: the best of three attempted rescues. After I had explained this three times to the treacle-brained Penn, he finally grasped the gist of the competition and I ordered play to commence Both players started simultaneously and both monitors sang the *Ghosts 'n' Goblins* soundtrack as one. I watched my challenger intently to see if his playing abilities were being impared by the jeering ZZAP! team, but he seemed confident enough and the presence of his quiet friend seemed to reassure him. Both the challenger and the challenged reached the first bird demon at the same time and battled to clear the route to the next section.

Penn disposed of the winged meanie first and gained a small advantage. He was told of his position and a sick-making smile of glee etched itself onto his pasty features. This smugness was soon cut short as he misjudged a jump and fell into the river just beyond the demon. My merriment was paramount, and I turned the volume switch on my laughter circuits to their maximum so that he could hear my chuckling. This seemed to unsettle the vile creature, and I watched him intently in the hope that another mistake would follow.

Meanwhile, my humble challenger plodded on, and no loss of life had occured by the time he had reached the ice palace. The girly, on the other hand, was having more problems and had lost his armour whilst making his way through the palace. Ha! Living on the knife edge he continued through the ghost town clad only in his underpants (not a pretty sight).

The players were still neck and neck as they began to ascend the decrepit building, but Matthew's loss of armour at the very pinnacle of the construction cost him vital time. Penn continued to speed through the game and by the time he reached the horizontally moving platform stage he was quite a distance ahead. But the foolish child let his confidence get the bet-

CHALLENGE CHALL





ter of him, and a casual joystick movement saw his on-screen form casually fall into the gaping pit at the bottom of the screen. HA! If someone informed me that he was the recipient of a full frontal lobotomy, it wouldn't surprise me in the slightest.

Penn, although having lost a life, was still in the lead. But then, whilst tackling the winged guardian of the bridge, he lost his armour and shortly thereafter the nude knight was consumed by the flames raging through the bridge slats. Penn the pus-ridden was once more forced to attempt the bridge, and again problems reared their beautiful heads with the bridge taking another life in way of a toll. Penn's problems were to Matthew's advantage, and plodding steadily on he caught up and passed his opponent.

Both reached the palace entrance safely, but then Penn's armour was removed by a fireball from the fatty doorman, and within a few seconds he was fatally stomped into the ground by the overweight hulk! His game had finished, allowing my challenger to continue onto victory! My pleasure circuits all but fused themselves as waves of happiness coursed through my body and I reached for my container, poured myself some extra thick Harpic, and supped in celebration.

My challenger had the advantage and looked in supreme form. Penn looked like my cocktail, both shaken and very stirred. Even with his simeon supporters shouting words of encouragement, he seemed to be in a deep depression. Seeing his condition I immediately ordered the next game to begin.

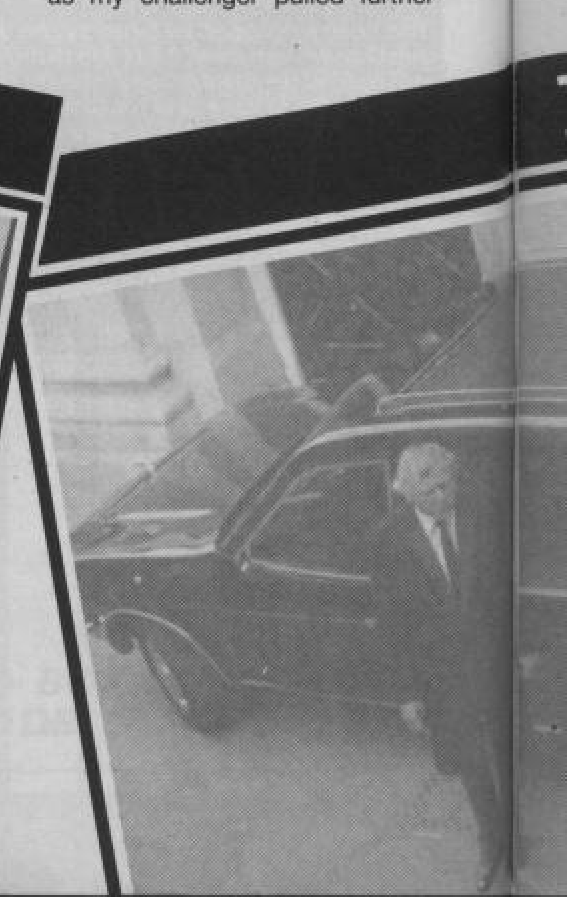
My observations of the putrid one's mental condition seemed consolidated when I saw that he had lost his armour only seconds after beginning his second game. I watched intently as he struggled through the first section and noticed that beads of sweat had started to run from his forehead and armpits. I thanked the God of Games that I'd forgotten to implant my smell circuits that morning. Penn managed to claw his way to the second section but fell down the exact same hole as in the previous game. What a totally incompetent moron! Doesn't he ever learn? Obviously not!

My challenger continued his measured pace with a stoic expression. Nothing seemed to break his concentration, not even when Rignall lit up a foul roll of weed and began blowing smoke in his direction. What a sick animal! I reassured myself with the knowledge that the pathetic wimp was slowly killing himself by inhaling the odious gasses given off by the cancer-stick. The stupidity of the human race knows no bounds.

My thoughts were broken when a strangled cry issued from the Penn camp — the fool had entered the ice palace and had instantly lost his armour! From then on he was forced to slow down and take more care. I watched and savoured every precious moment as my challenger pulled further

At least Penn the Pompous has the right idea.





LENGE CHALLENGE





and further ahead . . .

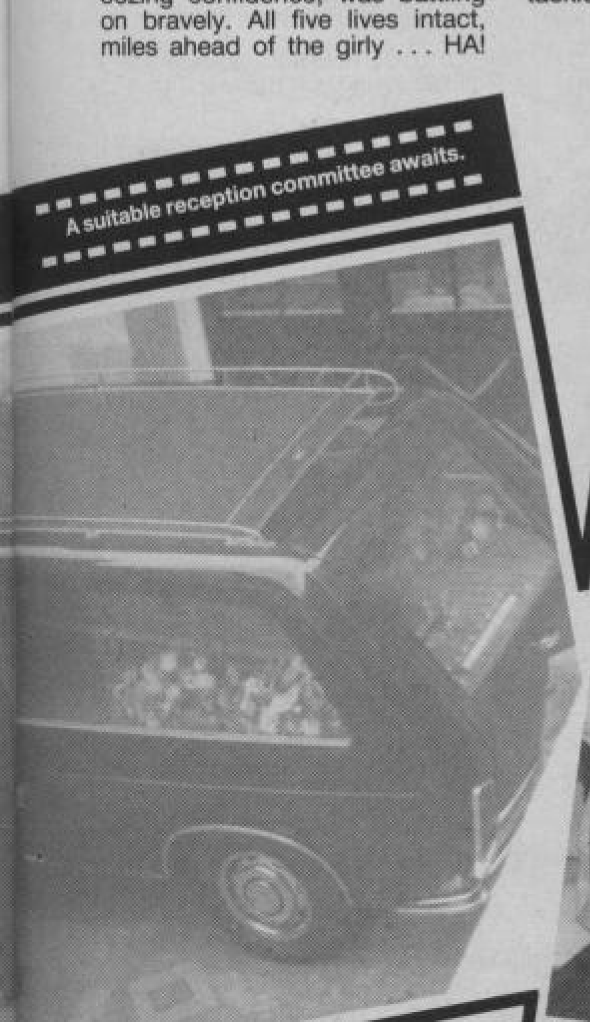
I continued to watch as Penn made his way through the ice palace. The putrescent person had nearly finished this section when he ran into more trouble — after jumping onto the final platform, which drops down to ghost town level, the cretinous chump mis-timed his leap and plummeted down a deep, dark ravine. Oh, joy of joys! I wished the feeble minded poseur would stay in that dark, dank hole and die. Unfortunately, he didn't. Pouring myself my third extra thick Harpic I settled back and looked on as this excuse for a games player started the ice palace section all over again.

My brave and heroic challenger, oozing confidence, was battling on bravely. All five lives intact, miles ahead of the girly . . . HA! What a whitewash! At last I am making Penn look like the incompetent idiot he really is. Speaking of the devil I looked over to see how he was faring and was surprised to see that he had slightly reduced the distance between himself and my hero-in-the-making. I drained my container to the dregs and dispensed another Harpic to steady my beating hearts.

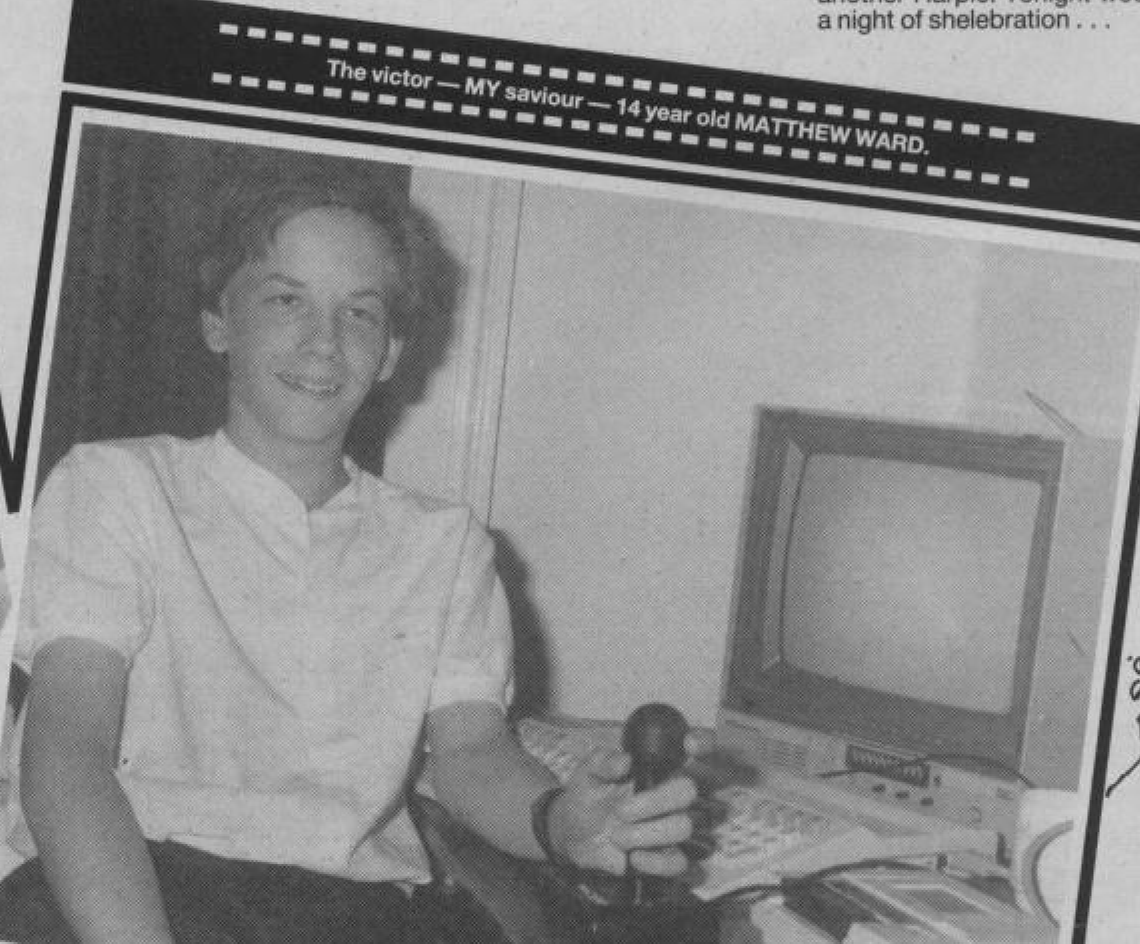
Penn negotiated the castle drawbridge with difficulty and I was pleased to see the fool accidentally stumble into a fireball and lose his armour. However, he was soon awarded a new suit after beating the fatty guardian standing at the end of the bridge. Matthew was still ahead as Penn tackled the horizontally moving platforms. Judging by the twitching of Penn's disgusting body and the animal-like grunts issuing forth from his cankerous lips, the moron was having problems with jumping from platform to platform. I watched carefully, and my vigilance was rewarded — I witnessed him misjudge a jump and fall into the abyss below; Penn's penultimate life lost! Trying to cover his stupid mistake he began to whinge and whine about 'bugs' in the game. But I ignored his moanings — I wasn't going to let the vile creature cheat his way out of defeat.

The oversized ape was still murmuring about 'bugs' as he tackled the platform sequence again. Unfortunately, this time he managed to get through safely — so much for his bugs! Matthew was still plodding ahead when Penn met the guardian of the castle gate. As he began to fire at its oversized body it jumped forward and stomped on him, removing his armour in the process. Penn gripped his joystick harder in desperation and pressed the fire button at double the speed . . . but to no avail — fatty threw a delicious fireball which consumed the knight and terminated Penn's game! Matthew was still going strong, but it didn't matter — Penn the pretentious pouting prune had lost, and I had won! I drained my container and shorted a fuse in my arm to make sure that I wasn't hallucinating. Such joy! Such happiness! Another ZZAP! chumpion deposed! I turned to my dishpensher and poured myshelf yet another Harpic. Tonight would be a night of shelebration . . .

A suitable reception committee awaits.



The victor — MY saviour — 14 year old MATTHEW WARD.







THE SCORELORD SPEAKETH

At this present time I am seriously considering going back to my home planet for an overhaul. The celebrations that followed the defeat of Penn, the self acclaimed 'superstar', have left me weary and rather ill. Nevertheless I must confess that I haven't had such a good time since I won the *Masterblazer* title many moons ago.

The craze of the month seems to be *Slamball* — I have never had so many entries for one game! All I can say is congratulations to the top scorer, a wondrous female who has beaten off all male competition and earned herself a place amongst the immortals.

That is all for this month. Keep sending in your scores, and remember: there are games other than *Slamball* . . .

ACE (Cascade)
26,890 John Doyle, Kilmarnoch, Ayrshire
17,750 Bruce Wood, Harworth, S Yorks

BOMB JACK (Elite)
402,830 Nicholas Yarham, Norwich, Norfolk
360,770 Mark Taylor, Stanford-le-Hope, Essex
352,420 Wayne Gunnell, London N5
350,460 Brian Tyrrell St Sampsons, Gurnsey
301,010 Craig Percy, Cramlington, N Humbs
297,880 Trods Nordfalk, 2620 Albertslund, Denmark
283,300 Toby Bremner, Thorpe Bay, Essex
253,510 Jason Timms, Doncaster, S Yorks
242,820 Steve Black, Pittenweem, Fife
229,790 Reuben Sampson, Shore Blackpool
209,030 Andrew Edwards, Syston, Leics

BARRY McGUIGAN'S BOXING (Activision)
£26,577,000 David North, Bournemouth, Dorset
£18,265,000 Adam Gladstone, Bury, Lancs

COMMANDO (Elite)
15,694,300 Kenneth Wilson, Braghty Ferry, Dundee
11,952,900 Roderick Boyd, London SW1

CAULDRON II (Palace)
26,000 Stephen Lunn, Wisbech, Cambs
14,150 Bruce Wood, Harworth, S Yorks
11,750 Rick Jones, Dover, Kent

ENCOUNTER (Novagen)
553,900 Mick O'Reilly, Rishton, Lancs

GRIBBLY'S DAY OUT (Hewson)
24,776 Steve Lee, Guildford, Surrey

GREEN BERET (Imagine)
182,450 Mark Watson, Consett, Co Durham
97,600 Craig Percy, Cramlington, Northumberland
90,100 Ali Kerwell, Guildford, Surrey
88,500 James Duffy, Coventry
77,520 Scott Gracen, Whitley Bay, Tyne and Wear

GHOSTS AND GOBLINS (Elite)
37,000 Matthew Ward, Ilford, Essex
31,800 Nick Marshall, Tunbridge Wells, Kent
28,800 J Macmanus, Barnstaple, Devon
27,600 Julian Quinnell, Worthing, W Sussex
22,350 Brian Tyrrell, St Sampsons, Gurnsey
20,300 Ali Kerwell, Guildford, Surrey

INTERNATIONAL KARATE (System 3)
95,000 Mark Watson, Consett, Co Durham
74,800 Justin Evans, Purley, Surrey
64,600 James Wood, Stoke-on-Trent, Staffs
62,200 Darren Brewster, Birmingham
62,100 Toby Simpson, Leicester
61,800 Rick Jones, Dover, Kent
61,000 Dean Crane, Newbury, Berks
58,500 Philip Brooke, Madely, Crewe
56,700 Asif Rahman, Thornton Heath, Surrey
54,600 Adrew Edwards, Syston, Leics
53,600 Mick Wall, Sheffield
53,600 Garry Leslie, Berwick-on-Tweed, Northumberland
52,000 Somebody, Newark, Notts
51,900 John Marshall, Clifton Estate, Nottingham
48,500 Sanjay Vaghela, Rugby, Warks
48,100 Jack Galliford, Tunbridge Wells, Kent
47,200 Stepehn Lunn, Wisbech, Cambs
41,000 Mark Ainsworth, Congleton, Cheshire

KUNG-FU MASTER (US Gold)
1,116,143 Bruce Wood, Harworth, S Yorks
623,286 Sanjay Vaghela, Rugby, Warks

KORONIS RIFT (Activsion)
96,430 Colin Burroughs, Ipswich, Suffolk

KANE (Mastertronic
108,773 Bruce Wood, Harworth, S Yorks

LAW OF THE WEST (US Gold
7,672 Jonathan Twist, Blackpool, Lancs
7,187 John Marshall, Clifton Estate, Nottingham
6,852 Erik Sorenson, 7760 Hurup Thy, Denmark

MERCENARY (Novagen)
1,909,000cr Jimmy 'hubbabubba' Thomas, Fishguard, Dyfed
1,909,000cr Ian Robinson, London N17

MISSION AD (Odin)
14,785 Julian Rignall, ZZAP! Towers
12,975 Girly Penn, ZZAP! Towers

NEW YORK CITY (US Gold)
4,241 Chris Breed, Slough, Berks

PARADROID (Hewson Consultants)
113,445 John Doyle, Kilmarnoch, Ayrshire

PING PONG (Imagine)
32,930 Paul Smith, Stourbridge, W Mids
31,180 Lars Roar Johansen, N2190 Disenna, Norway
26,900 Mick Wall, Sheffield
26,870 Adam Gladstone, Bury, Lancs
20,860 Jesper Jespersen, 4700 Naestved, Denmark

ROCK 'N' WRESTLE (Melbourne House)
842,480 Jamie Ford, Southampton

REVS (Firebird)
ALL TIMES SILVERSTONE:
1.25.8 Jason Lock, Basildon, Essex
1.26.6 Roderick Boyd, London SW1
1.27.6 Adam Gladstone, Bury, Lancs

RAMBO (Ocean)
1,113,100 Stanley Overy, Dumbarton

RAGING BEAST (Firebird)
63,889 Mark Taylor, Stanford-le-Hope, Essex
63,642 Mark Watson, Consett, Co Durham
62,973 Rick Wilson, Poynton, Cheshire
30,429 Andrew Osbourne, Bury St Edmunds, Suffolk

SCARABAEUS (Ariolasoft)
256,128 Luis Troyano, Stockport, Cheshire
74,501 Ian Robinson, London N17

SABOTEUR (Durell)
£36,800 John Trainor, Barhead, Glasgow

STARQUAKE (Bubble Bus)
148,204 Somebody, Newark, Notts
129,682 Steven Medcraft, Rayleigh, Essex
106,860 Ali Kerwell, Guildford, Surrey
63,690 Mark Taylor, Stanford-le-Hope, Essex

SKOOLDAZE (Microsphere)
44,110 Lars Barup Sorensen, 8800 Viborg, Danmark
28,670 Paul Malley, Knebworth, Herts

SLAMBALL (Americana)
2,520,430 Thea Bradbury, Cambridge
2,505,750 Steve Worble, Coventry
2,321,160 Dai Powell, Pembroke, Dyfed
2,101,450 Stephen Lunn, Wisbech, Cambs
1,872,790 Derrick Andrews, Bristol
1,766,620 Andrew Leach, Croydon, Surrey
1,534,480 Paul Lambert, London W9
1,504,560 Jonathan Pratt, Newbury, Berks
1,453,710 B Bartlett, London N1
1,440,660 Mark Dixon, Paddock Wood, Kent
1,375,370 Sami Khan, Hounslow, Middx
1,349,270 Alistair McNally, Prestwick
1,307,320 Mark Ainsworth, Congleton, Cheshire
1,247,180 Julian Bade, Redcar, Cleveland
1,164,100 Paul Buckton, Borehamwood, Herts
1,136,280 Howard Harris, Hadley Wood, Herts
1,116,750 John Ainsworth, Congleton, Cheshire
1,104,250 Stephen Owen, High Wycombe, Bucks
1,060,680 Mark Taylor, Stanford-le-Hope, Essex
1,096,210 Tim Welton, Halifax, W Yorks
1,083,710 Jason Atkins, Newbury, Berks
1,066,130 Jack Polubinski, Edgbaston, Birmingham
1,064,350 I Collier/N Clarke, Bristol
1,012,350 Philip Howson, Leicester
988,580 Adrian Webberley, Crowborough, E Sussex
980,630 Shane Nugent, Preston, Lancs
964,340 Colin Burroughs, Ipswich, Suffolk
837,930 Sandy Beare, Newbury, Berks
832,580 Reuben Sampson, Shore, Blackpool
826,650 Stephano Crexi, London E5
810,980 Paul Cannell, Herne Bay, Kent
797,490 Gerard Harris, Iver Heath, Bucks
776,720 Andrew Osbourne, Bury St Edmunds, Suffolk
769,670 Chris Moore, Faddiley, Nantwich
610,820 Roger Highmoor, Poynton, Cheshire
608,010 Paul Holodnyj, Huddersfield
603,700 Jason Lock, Basildon, Essex

THRUST (Firebird)
100,550 Chris Ceaser, Armley, Leeds
92,700 Dean Crane, Newbury, Berks
76,400 Roderick Boyd, London SW1
63,650 Alistair McNally, Prestwick
30,750 Ian Robinson, London N17

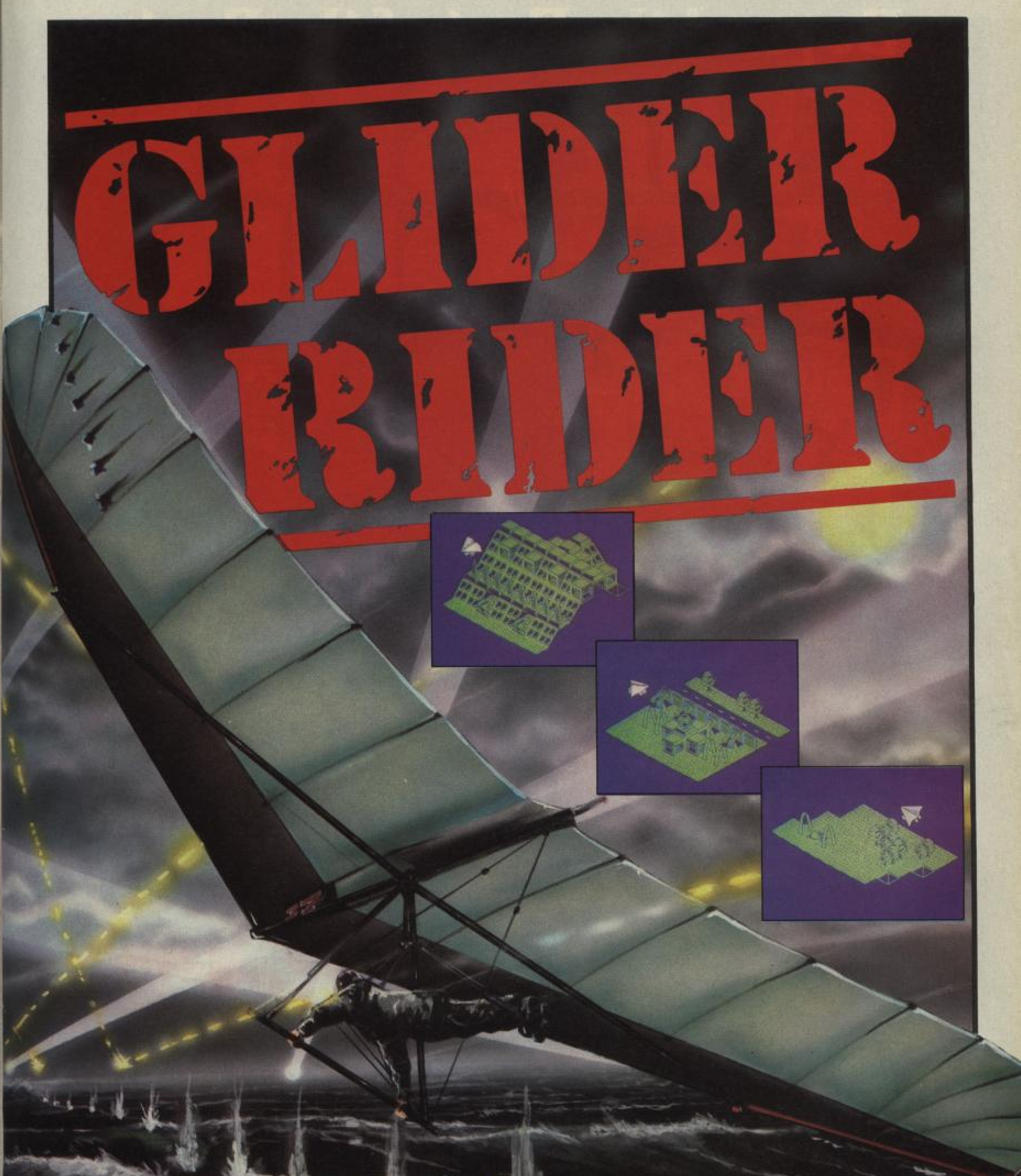
TAU CETI (CRL)
20,465 Robert Elliot, Middlesbrough, Cleveland

URIDIUM (Hewson Consultants)
1,007,605 Russel Wallace, Dunlaughaire, Co Dublin
787,015 Stuart Galloway, Yardley Wood, Birmingham
614,195 John Doyle, Kilmarnoch, Ayrshire
432,375 Chris Rimmell, Sutton Coldfield, Birmingham

V (Ocean)
21,200 Danny Pratt, Southampton
21,100 John Doyle, Kilmarnoch, Ayrshire
18,100 Bruce Wood, Harworth, S Yorks

YIE AR KUNG-FU (Imagine)
102,562,500 Scott Garcen, Whitley Bay, Tyne and Wear

Z (Rhino)
187,300 Mark Taylor, Stanford-le-Hope, Essex



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ZZAP! COMP

Following on from their success with *Split Personalities*, the dynamic duo behind **DOMARK** are set to take the world by storm with the official version of *Trivial Pursuits*, that cunning boardgame.

Not being stingy sorts, Mark and Dominic have arranged for a special *Trivial Pursuit* boardgame set to be made — very special, in fact: it's solid gold! According to the people who are making this unique set, it should be insured for around £10,000, but it's rather difficult to put a value on it as no other gold TP sets are going to be made. Ever.

We've had a peek at the Commodore version of the game — which looks quite nifty. The game follows the board-based original exactly in terms of gameplay, but a few neat touches have been added which should distance it from run-of-the mill computer quiz games. Rather than get players to type in answers to questions at the keyboard (BORING!), the designers have gone for a rather different approach. Each player has a time limit in which to answer the question flashed on screen, and then everyone gets to see the right answer. If everyone agrees that the player has just answered the question correctly, then he or she presses **Y** for yes and the move is made automatically. A prod of the **N** key means it's the next player's turn.

The whole caboodle is hosted by a cute little questionmaster character by the name of TP, who leaps around the screen adding to the entertainment, and there are no dice. Fruit machine addicts will no doubt throw 'sixes' all the time — a pulsating light whizzes from digit to digit rather like a nudge feature on an electronic one armed bandit. Lesser mortals will have to rely on quick reaction times when it comes to stopping the flashing numbers on higher values.

The ZZAP! crew have devised ten tricky (but Trivial) questions to do with the Commodore games world for you to ponder over. Get into game playing mode, and have a crack at answering them. When you reckon you've got all ten quessies answered correctly, think up a question that could be included in a Trivial Pursuit set. remember, there's quite often a witty little clue in the question itself, and don't ask anything of any real consequence or importance. It's meant to be TRIVIAL pursuits, after all!



THE QUESTIONS . . .

1. Which game featured Rob Hubbard's first piece of music?
2. In which game did BLOB star?
3. What was the full name of the evil Professor in *Impossible Mission*?
4. What was Elite's first arcade conversion?
5. In which game do you start as a 'Raw Recruit'?
6. Where does Gribbly Grobbly come from?
7. In which game do you play a granny riding in her Citroen 2CV?
8. In which year is *Dropzone* set?
9. What are the names of the aliens which live on Fractalus?
10. Who owns the mines in *Bounty Bob*?

Make sure you whizz your entry into **ZZAP! TRIVIA, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB** so that they arrive by September 11th, and you could be in with a chance for the Big One, a solid gold Boardgame to impress your friends no end.

GOLD
Priceless Prize on offer from DOMARK

We've got fifteen prizes to give away in all. The question you make up (and don't forget to add the answer!) is going to be used as a tiebreaker if lots of people get all ten answers right.

Top five ZZAP! entrants pick up a *New Genus II* boardgame (not in gold, sorry) and ten more folks collect a pack of official *Trivial Pursuit* after dinner mints. The overall winner goes forward to a grand national inter-magazine final, to be held in London — all expense paid of course — and will represent ZZAP! in the play off for the solid gold set.

YOUR ANSWERS . . .

1 ....
2 ....
3 ....
4 ....
5 ....
6 ....
7 ....
8 ....
9 ....
10 ....

My tiebreaker question (and answer) is . . .

....

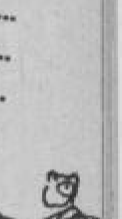
Name ....

Address ....

....

....

Postcode ....



SPEAK EASY

ANTHONY CLARKE has been chatting up the local Commodores with the aid of SUPERIOR SOFTWARE'S SPEECH. Here's how he got on . . .



Programmer Steve Botterill



Superior's speech synthesizer takes up 9k of the 64's memory and, as the advert so blatantly tells us, requires no extra hardware for operation. The system includes its own commands into the commodore BASIC, although to use a command you have to put a * in front of it. In this way you're given control over the pitch of the speech as well as being able to enter speech directly by using the *SAY command.

*SAY takes any string, well almost as it doesn't like any shifted symbols or strange word structures, and converts it into phonemes. Phonemes are basic sounds that make up normal speech and when strung together make a fairly recognizable sound. Unfortunately, the processing time taken to work out the required phonemes is abysmal at about 5 seconds — after which, the screen goes blank while the sentence is said. The *LIGHT command leaves the screen on but the quality of sound is reduced.

The *PITCH command goes some way to helping the *SAY command by setting the speed at which the phonemes are spoken to an optimum rate for what is being said. It works, to a degree, but doesn't improve the quality of the speech much.

The *SPEAK command is much better to use and allows direct entry of any of the 49 phonemes so that the best sounds can be made. This does take time, though, and good results are not easily produced.

The speech program comes with 3 other programs, the first is a demo that tries to show you the good points but manages to put me off.

The second is an educational program, similar to speak and spell, though it should only be used to teach the household robot as it takes quite a while to understand some the words. The program does have three skill levels, and, if you break into the program, the ability to change the questions (ho ho).

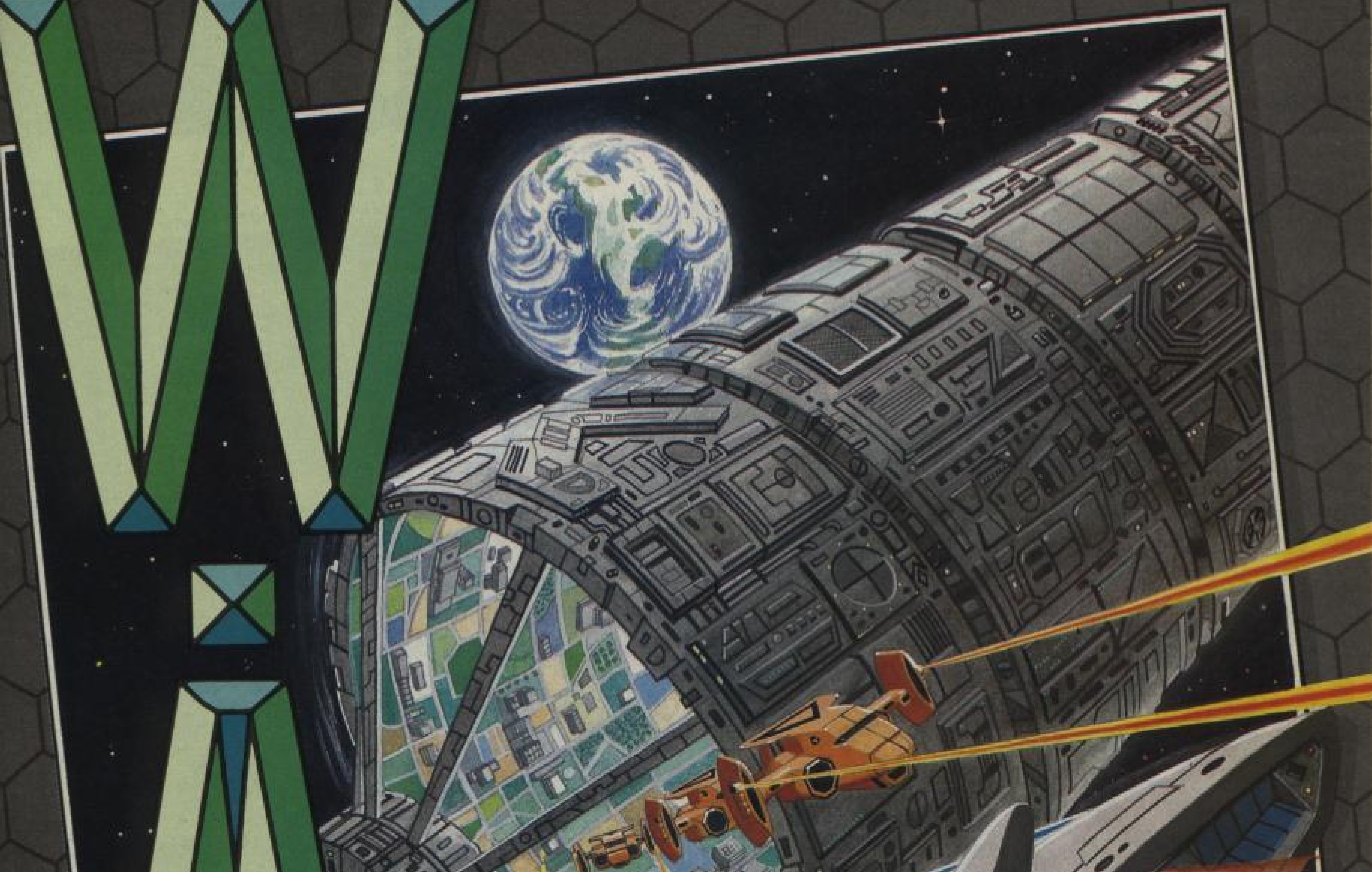
The last program is SAYFILE which recites the contents of any file on your disk, be it a basic program, sequential file or a user (machine code) file. Unfortunately, the speed of execution is terrible, although I suppose it could have uses in reading back a page of hex to check for errors.

As far as I can see, this sort of utility has limited potential and appeal. If a more realistic version was to appear then you could also hook up an Optical Character Reader which allows the blind to 'read' normal books. Superior's speech is not clear enough for this, and takes far too long to respond to an input.

If you're interested in this program then you should be able to buy it from most software shops at a price of £9.95 on cassette and £11.95 on disk.



W.A.R



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The Dail

A mutated Gilby is surrounded by enemy vessels.



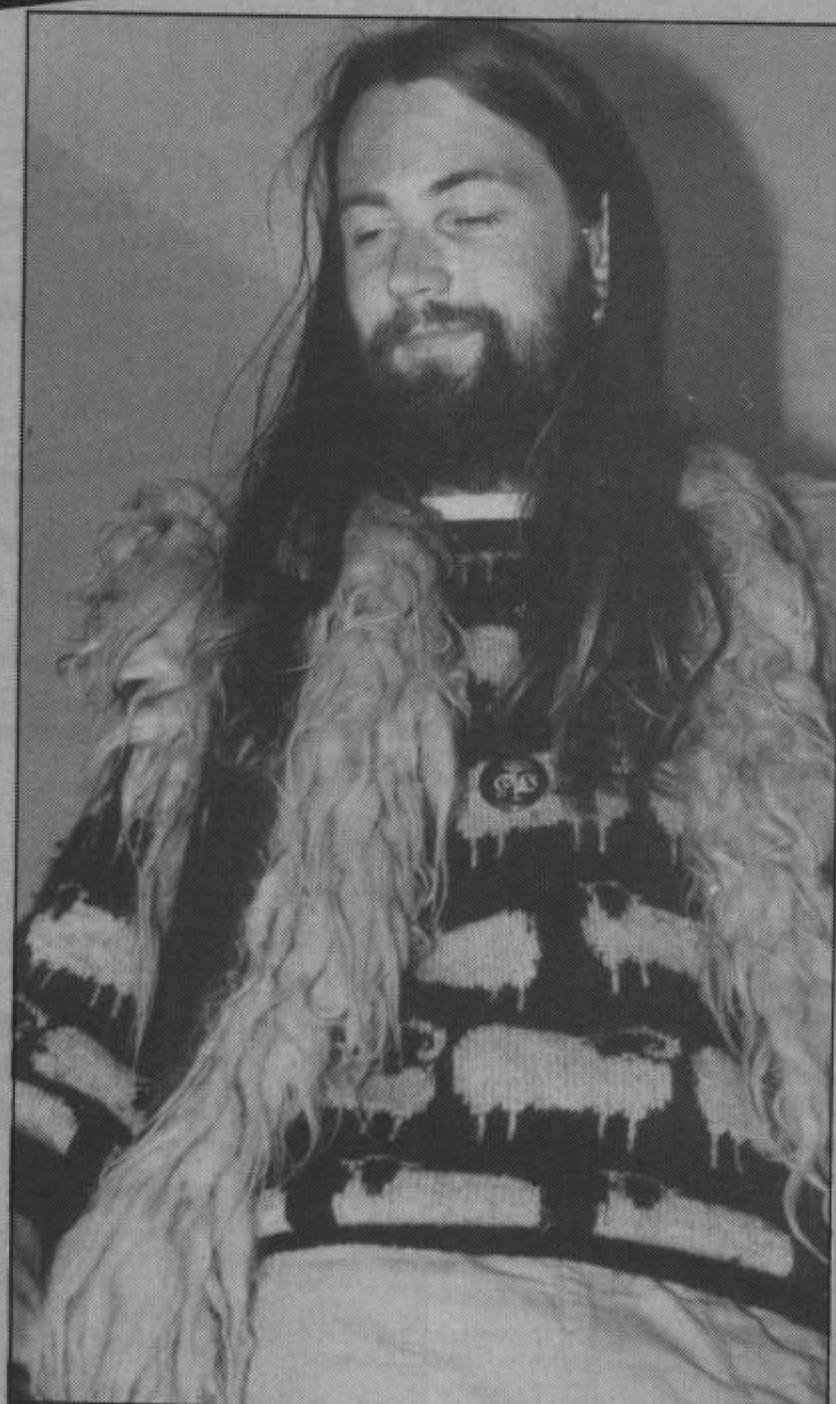


The cute 'n' cuddly Gilbies walk along the surfaces of the duo planets.

y Llama



The conclusion of the MINTER DIARY



I'M A HERO . . .
As I write this, IRIDIS is nearly completed. I just gave the first pre-production prototype to one of the Hewson mob, ready to be duplicated and dished out to the press at the press launch on Thursday. Getting it ready for the press launch has meant a couple of all-nighters over the last weekend, but it's worth it — I got it done, so I'm a hero . . .

PHASE II
Basically, since last time I wrote, I've been doing Phase II most of the time. I finished off the tricky ACONT routine, and defined the data for all 100 attack waves, then I got down to doing Phase II which was interesting, 'coz it's a vertically scrolling game, and I don't usually do vert-scrollers.

Although I described it before as a loose cross between Phase I of BATALYX and MARBLE MADNESS, it is actually closer to a cross between Phase I of BATALYX and pinball. When you're playing it, you get the odd feeling of actually being the pinball as poor Gilby ricochets off everything in sight at high Delta V. I once saw a pinball game being sold in America which claimed that 'you are the pinball', but when I played it, it turned out to be just a scrolling pin-table, and you were the flippers, not the ball. In Phase II of IRIDIS you are definitely the ball. No doubt about it. And you get hotly pursued by four flying eyeballs.

In Phase II there are 256 possible courses, each one different — I worked this trick by generating each level randomly out of 20 or 30 basic components. But, to ensure that each level would be consistent from game to game, I seeded the random number generator with the level number each time the course gets generated. You get distinct courses for each level, but Level 1 will always look like Level 1, for example, and won't be random every time you go in, so, you can make maps and learn the courses as you play. It's neat, 'coz it looks as if I carefully designed and stored all those different courses, and all I really did was call the ol' RAN$ routine a couple of times. I **love** cheating.

WELL 'ARD
I've included a neat high score table, and a new system of graphically displaying the player's progress through the game, as well as progressive opening of the Warp Gate as the player's skill increases. The game now starts up with only one planet, so that new players have a chance without it all being too complicated. Once the third wave (Licker Ships — well 'ard) is passed, the second planet becomes available. As the player goes through the game, more planets become available, and he can sustain his game by earning extra lives on Phase II.

I had a bit of room knocking about under the Kernal so I fitted in my DNA demo; it's available from inside MIF (the little pause mode sub-game I wrote in France). There's also a title page under there, and a twenty-name Hi Score table (full of default entries like YAK, PSY and MAT, RATT, and various other Compunetters) . . .

All that's really left for me to do now is final debug, tidying up of rough edges, and add a couple of surprises . . . maybe. I have a week or so to do that, then it's the end-of-July deadline and if I don't make it I get parts of my anatomy chopped off. I'll do it. I'm a hero, like I said, without even playing BIGGLES.

THE FINAL CUT?

And now, the end is near
And so I face the final curtain
My friends, I'll say it clear
I'll state my case, of which I'm certain
I did it my way . . .

A GOOD 'UN
One thing I like about IRIDIS is that it's got very playable, more so than just about any other of my games. I realised this when I passed the point that comes whenever you write a game: there's always a day when the game stops being just a collection of scroll routines and stuff that you have to run and debug, and starts to become a real game. You know it's happened because you find yourself testing the game even when it doesn't need any testing, and suddenly all your mates know the SYS number to get it started, and use it frequently. IRIDIS passed that point a while back, and it's now well into the 'lights out, heavy rock music on, colour on monitor nice 'n' high, let's go give 'em HELL!' stage. It's great when you've done the high score table and you can rack up a good 'un, too. Remember way back when I started and had nothing much beyond a star scroll, and I said that IRIDIS was gonna blast like crazy? I was right . . . he he.

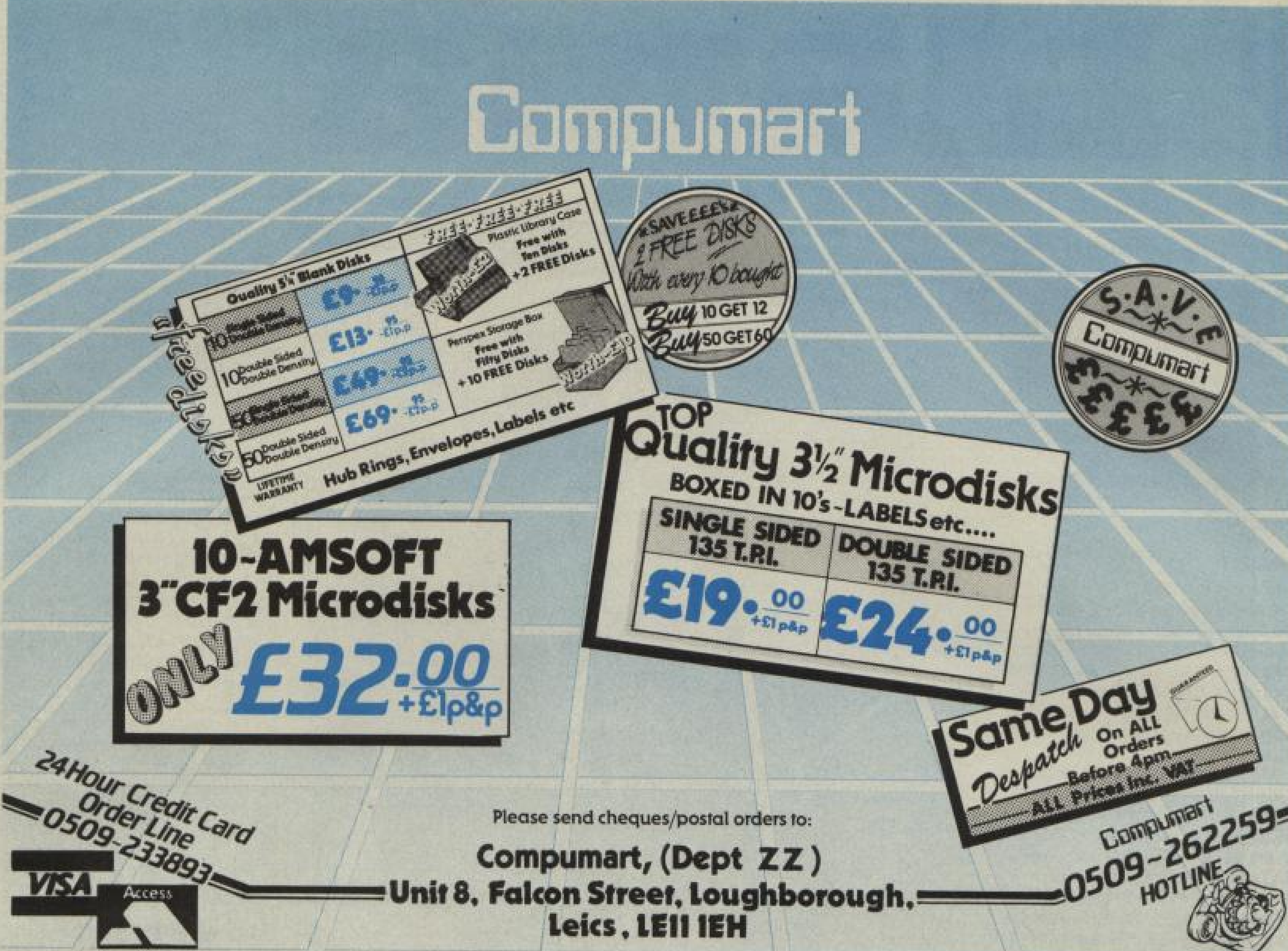
IRIDIS ALPHA brought to you by YAK the hairy, with the support of the Coca Cola Company, Atari UK, Pink Floyd and Genesis, Heavy Metal, Wadworths 6X, Ratt, Ben, Mat, Psy, Wulf, etc, Compunet, Dried leaves diffused in boiling water, MIND WALKER, MARBLE MADNESS, STAR GATE, Taun-Tauns, Camels, Llamas, Sheep and Goats . . . MARBLE MADNESS . . .

Assembled on a C128 using a partially-finished JCL assembler and the horrible, slow Commodore disk drives. Next time I'm gonna use a 6502 X-ASM running in 2.5 Megabytes of RAM on me trusty ST . . .

I'M OFF
After I've finished, I'm off to Corfu for a couple of week's well-earned rest doing nothing but parascending, lying on the beach, and getting paralytic at Mrs Platypus's bar. And playing SATAN OF SATURN, the local video game. And listening to 'Brothers in Arms'.

Finally, then, I will leave you, having chronicled the progress of IRIDIS from conception to birth. If you love a blaster then I think you'll like IRIDIS. It's been heavy work, but ultimately worth it, I think.

Long live Gilby! Death to the Zzyaxians!



ATTACK OF THE KILLER TOMATOES



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". . . the graphics are speedy and pretty . . . as for the game, it's great . . . Wimp Plasbott is a wonderful hero . . . Definitely worth a good look at" Crash

". . . the game has now arrived and a pretty tasty dish it is . . . the game is packed with undeniably silly things . . . all good fun" C&VG

With such a multitude of pleasures on one program, how can you resist.

RRP: Commodore, £7.95

PSST. . . watch out for "the Curse of the Mushroom People", the next in the series of games based on the world's worst movies.

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ZZAP! TIPS

Gary Penn

Ugh. It's exceedingly hot and sweaty at ZZAP! Towers at the moment, so we're all merrily sucking away on a variety of dribbling ice creams and lollies (Lyons Maid's well-yummy Big Squeeze in particular). This is all very well, but I frequently end up with sticky, orange flavoured keys. It makes typing rather tricky, although I must admit my keyboard has never tasted better . . .

If you can't get the listing for the cassette version of *Spindizzy* to work, then you're doing something wrong. It does work. You're probably leaving out the REM statement, which is, like, essential, man.

Andrew P Scouler of Totton, Southampton had some *Crazy Comet* POKEs printed a couple of issues back, and he wrote in to point out that there were a few errors. Type in the following before you enter any POKEs or SYStem calls . . .

```
POKE 20449,96
SYS 20399
```

Also, POKE 24756,50 after hearing the hi-score table music, 'cos otherwise you won't be able to hear the in-game music when you play. It also means that SYS 26386 will work. I must point out that the POKEs worked fine as printed (well, they did for me), but I thought I ought to tell you all the same.

The *International Karate* POKEs printed last month were by The Alchemist and Garfield who are members of ACS International Inc. Oh, and a special hello to Matt and Criz Young from Canterbury in Kent. Anyway, on with your monthly dose of tips 'n' the like . . .

OLLIE'S FOLLIES (Americana)

Wow. Two more codes for Frank Cohen's crumbly platform game, courtesy of A Terrell from Burnley in Lancs. Type NORBI to jump to level 15, and better still, type ZOOOM to jump to level 19!

Oh yes, Barry Dickinson (no address supplied) reckons that pressing F3 skips levels. Reckon-ee. Jimmy Hill. Run that by me again, muther. No, I'm afraid it doesn't work (silly boy).

ENCOUNTER (Novagen)

If the idea of being invincible appeals to you then try these POKEs from Gary Saunders of Lexden, Colchester, Essex. Rewind your *Encounter* cassette to the beginning and type in this listing . . .

```
10 FOR A=0 TO 22:READ C:POKE 52224+A,C
20 T=T+C:NEXT
30 IF T<>3026 THEN PRINT "ERROR IN DATA":END
40 DATA 169, 54, 133, 1, 162
50 DATA 2, 169, 234, 157, 14
60 DATA 168, 202, 16, 250
70 DATA 141, 220, 170, 141
80 DATA 221, 170, 76, 0, 156
```

Now RUN it. Type LOAD (RETURN), 'press play on tape', and when the READY prompt appears, enter the following:

```
POKE 2623,76:POKE 2624,0:POKE 2625,204:RUN
```

The rest of the game will now load and run, and you will be . . . invincible!

GHETTOBLASTER (Virgin)

A teensy weensy tip from Tony Joinson who lives in Hanley, Stoke-on-Trent, Staffs. Simply press the 'up arrow' key to change the colour scheme. Useless, but amusing, methinks.

GREEN BERET (Imagine)

I refuse to believe that anyone has finished this game without cheating; it's just like Green Hat himself — well hard (ho ho). Anyway, Papatheofanous Manos comes from Athens in Greece and has kindly supplied some POKEs to make life easier. Rewind your copy of *Green Hat* to the beginning and type in one of the following listings (whichever takes your fancy) . . .

```
100 REM EXTRA LIVES POKES FOR GREEN BERET BY MANOS
110 PRINT CHR$(147)
120 FOR I=8192 TO 8230:READ A:POKE I,A:NEXT
130 INPUT "HOW MANY LIVES (<128)";LV:IF LV<0 OR LV>127 THEN 130
140 POKE 8224,LV
150 SYS (8192)
160 DATA 169, 1, 170, 168, 32
170 DATA 186, 255, 169, 0, 32
180 DATA 189, 255, 169, 0, 32
190 DATA 213, 255, 160, 7, 185
200 DATA 31, 32, 153, 205, 5
210 DATA 136, 16, 247, 108, 36
220 DATA 3, 169, 2, 141, 241
230 DATA 54, 76, 253, 61
```

OR:

```
100 REM INFINITE LIVES POKES FOR GREEN BERET BY MANOS
110 PRINT CHR$(147)
120 FOR I=8192 TO 8230:READ A:POKE I,A:NEXT
130 SYS (8192)
140 DATA 169, 1, 170, 168, 32
150 DATA 186, 255, 169, 0, 32
160 DATA 189, 255, 169, 0, 32
170 DATA 213, 255, 160, 7, 185
180 DATA 31, 32, 153, 205, 5
190 DATA 136, 16, 247, 108, 36
200 DATA 3, 169, 173, 141, 53
210 DATA 21, 76, 253, 61
```

Now RUN the program and follow the on-screen instructions. The game should load and run as normal, but you will have a few extra lives to play with.

Oh yes, Amir Khan from London SW16, wrote in to say that if you jump up, and then press the 7 key whilst pushing up on the joystick, Mr Hat freezes in mid-air. Gosh. I can't say that I found this a useful tip, because I didn't. You might, but then you're not me. If you were, you wouldn't either.

FRANTIC FREDDIE (Audiogenic)

I haven't got a copy of this game, so I couldn't test the following POKEs from Paul C of Sutton Coldfield. Oh well, type LOAD (RETURN) and press play on tape to load the first part of the game. When the READY prompt appears, enter these POKEs . . .

```
POKE 1011,226
POKE 1012,252
```

Now type RUN (RETURN) to load the rest of the game. When the 64 resets, type in the following:

```
FOR A=31234 TO 31305:POKE A,0:NEXT
```

for infinite lives.

```
POKE 2569,255
```

to remove the interlude screens.

SYS 2088 to start.

GRIBBLY'S DAY OUT (Hewson)

A few useful POKEs from Anthony Cox. Rewind your *Gribbly's* tape to the beginning and type SYS 63276, then press play on tape. When the FOUND message appears, press the Commodore key and enter these POKEs . . .

```
POKE 964,76
POKE 965,167
POKE 966,2
POKE 679,169
POKE 680,0
POKE 681,141
POKE 682,6
POKE 683,128
POKE 684,76
POKE 685,226
POKE 686,252
```

POKE 783,1:SYS 62828 to load the rest of the game. When your 64 resets, type in the following:

```
FOR Z=3648 TO 4095:POKE Z,0:NEXT
```

to make Seon the Mutant Blabgorian disappear!

SYS 17088 to start the game.

EAGLE EMPIRE (Alligata)

Good ol' Gazza Saunders has some POKEs for this ageing arcade conversion. Type in this listing . . .

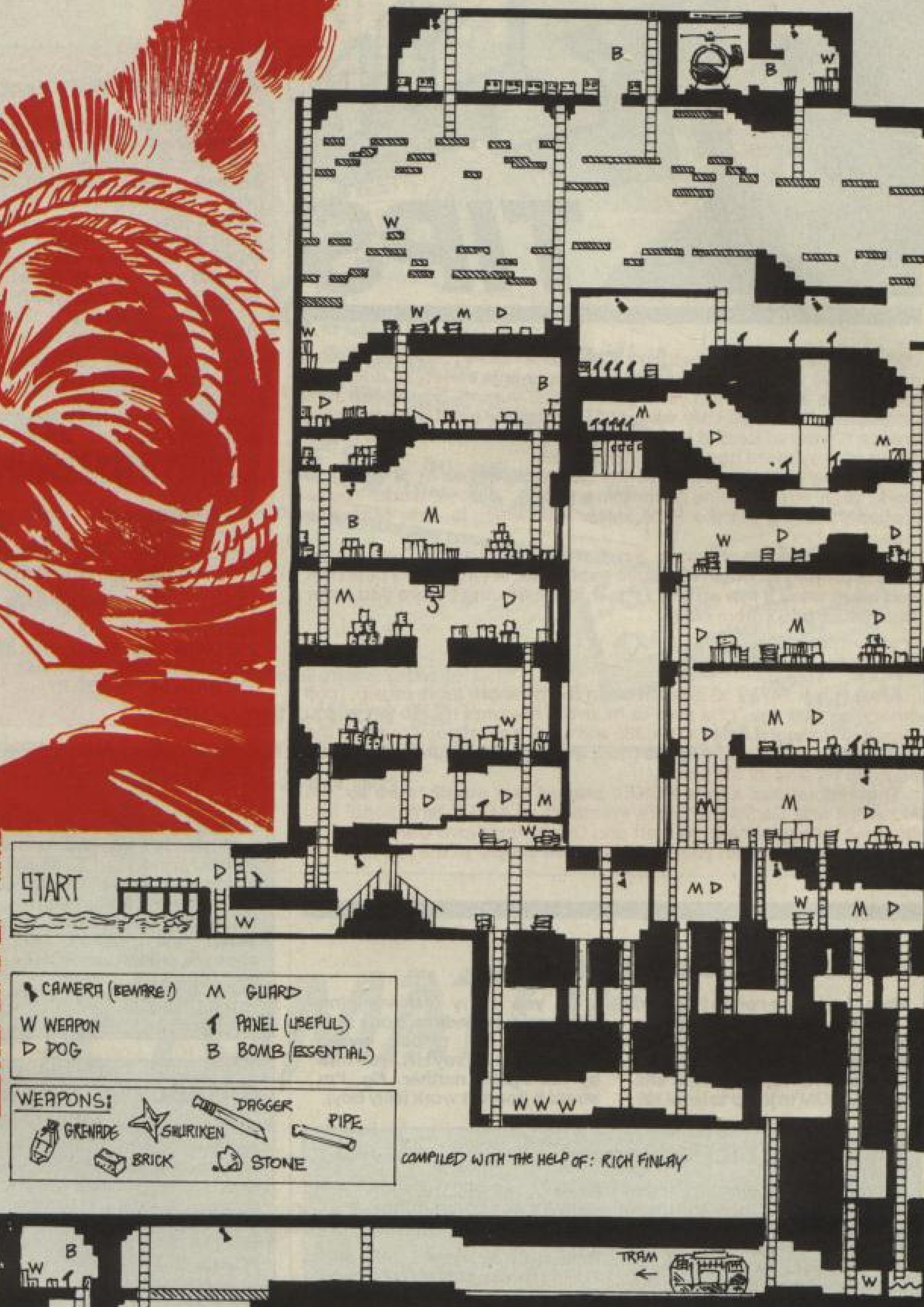
```
10 FOR A=0 TO 34:READ C:POKE 52224+A,C:NEXT A
20 SYS 52227
30 DATA 76, 174, 2, 169, 1
40 DATA 170, 168, 32, 186, 255
50 DATA 169, 0, 133, 183, 32
60 DATA 213, 255, 169, 76, 141
70 DATA 209, 3, 169, 248, 141
80 DATA 210, 3, 169, 252, 141
90 DATA 211, 3, 76, 0, 204
```

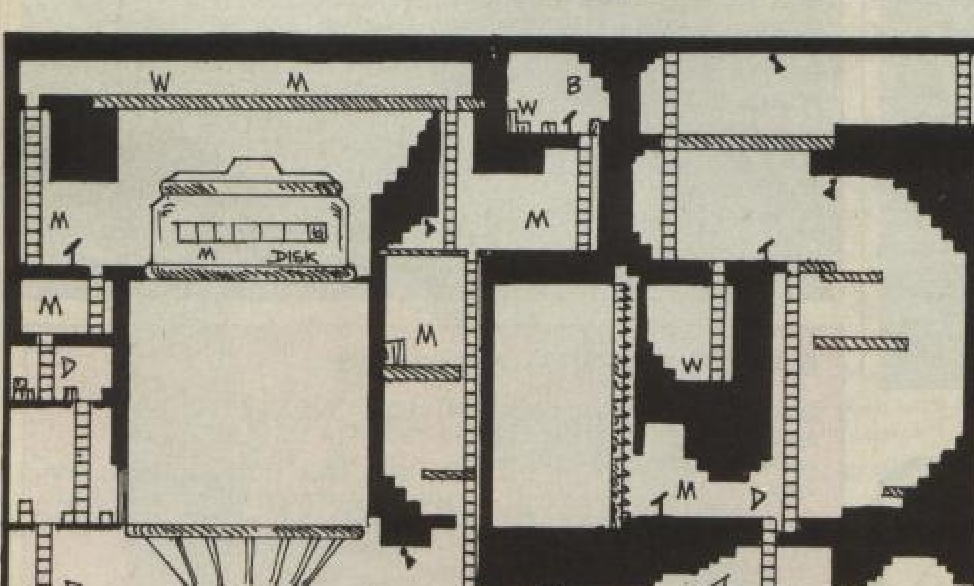
Now type RUN (RETURN) and press play on tape to load *Eagle Empire*. When the 64 resets, enter these POKEs . . .

```
POKE 21640,76
POKE 21641,149
POKE 21642,84
```

. . . to kill all sprite collision detection. SYS 18215 to start.







SABOTEUR
THE MAP.

EUREKA (Domark)

The following POKEs are also from Paul C. They give a starting vigour of 128, rather than 50, on all 5 adventures without touching the arcade game. It certainly makes some of them a bit easier ... Type LOAD (RETURN) and press play on tape to load the first part of the required adventure. When the READY prompt appears, enter these two POKEs ...

POKE 1011,0
POKE 1012,0

Now type RUN (RETURN) to load the next part. At the first available opportunity, enter the following to load and run the last part of the game ...

POKE 40609,128
POKE 40613,128
POKE 40621,128

SYS 679:SYS 2096:SYS 40576

1985 (Mastertronic)

Mr A Cox also supplied some POKEs for this ageing *Gravitar* clone. Load the game, reset your 64, and enter the POKEs.

POKE 20527,169
POKE 20528,255
POKE 20529,141
POKE 20530,45
POKE 20531,97
POKE 20532,234
for 255 lives.

POKE 24036,0
to give you immunity from the bullets and saucers on the planet surface.

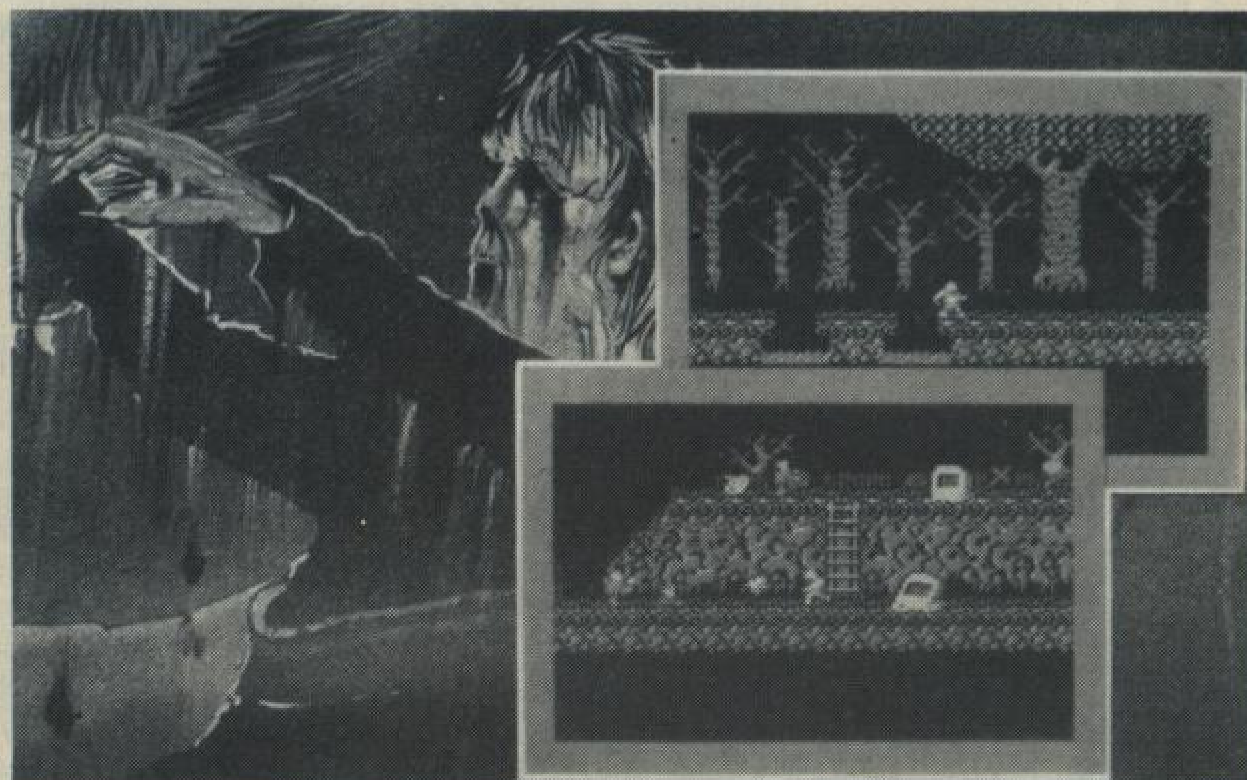
SYS 20000 restarts the game.

SPOOKS (Mastertronic)

Some more easy to enter POKEs from Paul C. Type in the following and then RUN it ...

```
1 SYS 63276:POKE 831,255:POKE 832,2:POKE 783,1:SYS 62828
2 POKE 749,226:POKE 750,252:POKE 770,167:POKE 771,2:POKE 776,167
```

When the 64 resets, enter POKE 14919,173 to stop the nasties killing you. SYS 5616 starts the game.



GHOSTS 'N' GOBLINS (Elite)

By the time you read this, *Ghosts 'n' Goblins* will have been available for about a month, so here are loads of useful POKEs. Thanks to JCB of the Meanteam Cracking Service, West Midlands; Simon Jennings from Great Yarmouth; Michael Anthony from Prescot, Merseyside; Lee Taylor from Cleveleys, Nr Blackpool, Lancs; and Cobra from the Hampshire Cracking Service ... Simply reset your 64 and enter any of the following:

POKE 2175,(0-255)
number of lives.

POKE 2358,234
POKE 2359,234
POKE 2360,234
for infinite lives.

POKE 2203,(0-3)
to start on any of the four levels.

POKE 2214,(1-5)
for any of the five weapons.

POKE 34042,255
to make the zombies bring up more pots.

POKE 2198,(0-15)
to change the main sprite colours.

POKE 7488,56
to make the plant fire in the opposite direction.

POKE 2240,9
gives you nine minutes to complete each level.

POKE 3901,0
for unlimited time

POKE 7086,10
to make the zombies jump around on level one (rather amusing).

POKE 7086,0
to allow you to walk through zombies.

POKE 7086,15
to make the zombies turn into bags as soon as they appear!

POKE 7086,12
to allow the zombies carry you around without killing you (very amusing)!

POKE 7086,13
to make the zombies fly!

POKE 7086,1
to turn the zombies into spitting plants!

Adam Wright from Sheffield also sent in a neat POKE ...

POKE 4242,42
for a 'smart bomb' effect.

SYS 2128 to restart. This is all very well, but can anyone come up with a method for entering the above POKEs which doesn't require a reset?

QUINTIC WARRIOR (Quicksilva)

If you were to load your copy of *Quintic Warrior* and reset it you could enter some POKEs from Anthony Cox of Chipping Sodbury, Bristol ...

POKE 8547,173
for infinite lives.

POKE 8532,169
POKE 8533,0
POKE 8534,234
to become invincible.

POKE 16640,96
to stop you dying when the aliens reach the top of the screen.

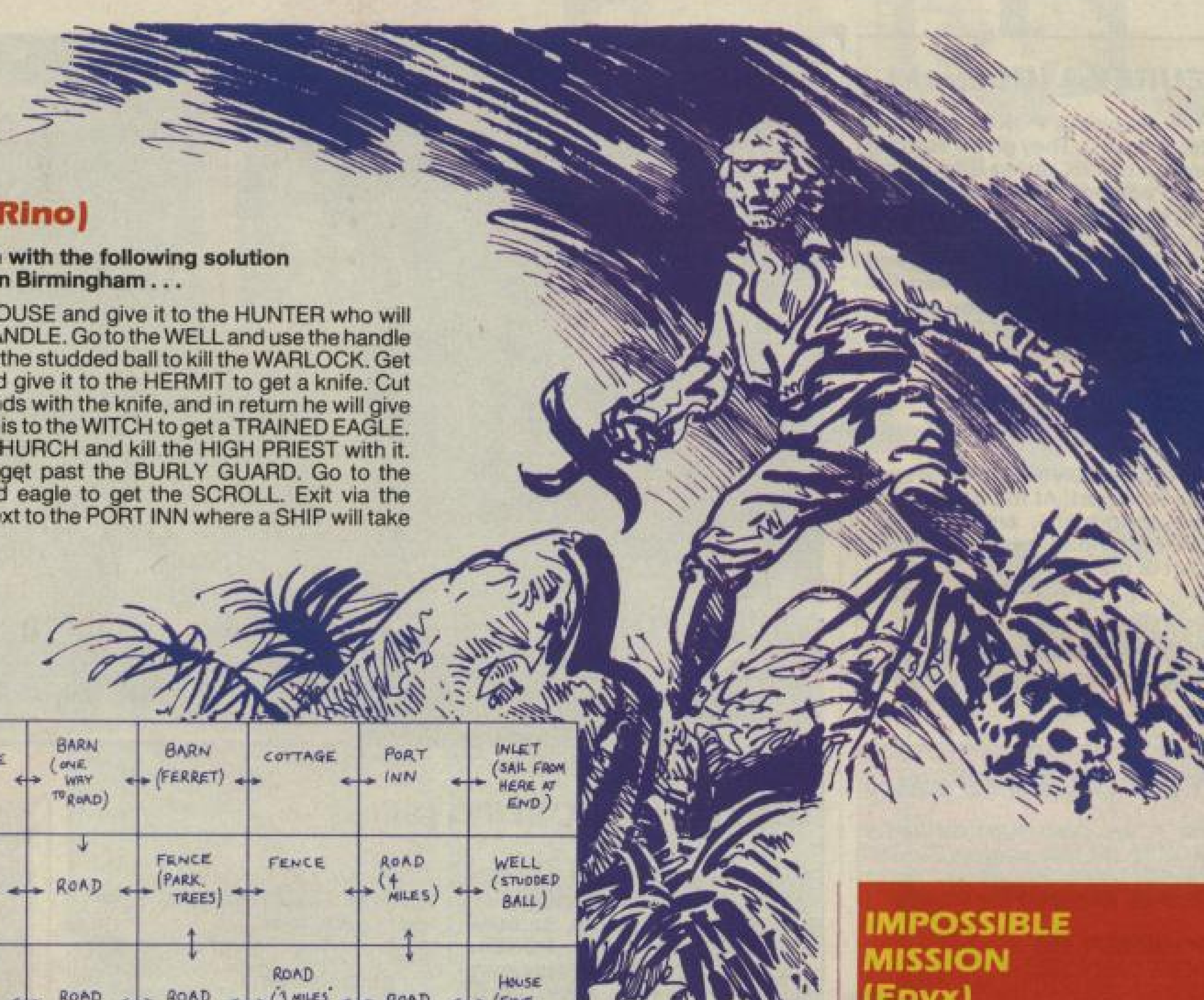
SYS 8233 restarts the game.

CHUCKIE EGG (A'n'F)

Some morbe POKEs from Anthony Cox. Reset your 64 and enter the following:

POKE 16851,255
for 255 lives.

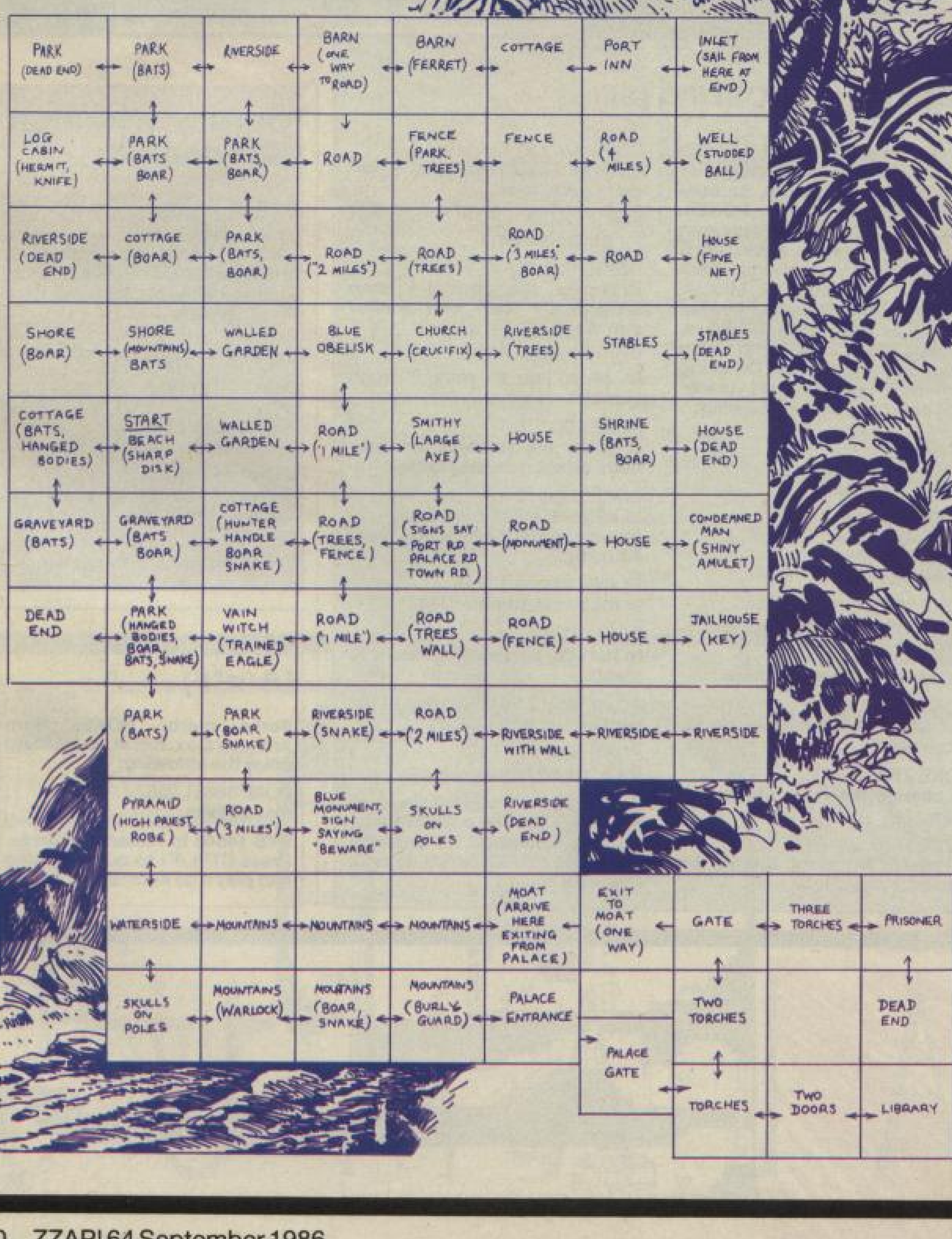
SYS 14848 to restart the game. Press CTRL/F1 to quit the game and play it as normal.



ARK PANDORA (Rino)

Use the map in conjunction with the following solution from David Taylor **who lives in Birmingham . . .**

Get the FINE NET from the HOUSE and give it to the HUNTER who will exchange it for a WOODEN HANDLE. Go to the WELL and use the handle to get a STUDDED BALL. Use the studded ball to kill the WARLOCK. Get the AXE from the SMITHY and give it to the HERMIT to get a knife. Cut the CONDEMNED MAN's bonds with the knife, and in return he will give you a SHINY AMULET. Give this to the WITCH to get a TRAINED EAGLE. Get the CRUCIFIX from the CHURCH and kill the HIGH PRIEST with it. Get his ROBE and use it to get past the BURLY GUARD. Go to the LIBRARY and use the trained eagle to get the SCROLL. Exit via the MOAT, and go to the INLET next to the PORT INN where a SHIP will take you away.



IMPOSSIBLE MISSION (Epyx)

At last! Some POKEs for this classic game, courtesy of that dynamic duo, Tim and Ian Fraser. Oh, by the way, these POKEs are for the CBS/Epyx version, not the US Gold/Epyx one. Type LOAD "" **to load the first part of the game, and when the READY prompt appears type** LOAD "",1,1 **to load the second part. Now enter the following:**

POKE 50052,248:POKE 50053,252

SYS 50032 **to load the next part. When the opportunity arrises, enter these POKEs . . .**

POKE 2140,248:POKE 2141,252:SYS 2105

. . . to load the next part of the game. Once that has loaded, type in the following:

POKE 679,169:POKE 680,55:POKE 681,133:POKE 682,1:POKE 683,169:POKE 684,27

POKE 685,141:POKE 686,17:POKE 687,208:POKE 688,96:POKE 689,198:POKE 690,1

POKE 691,76:POKE 692,0:POKE 693,176:POKE 45240,167:POKE 45241,2

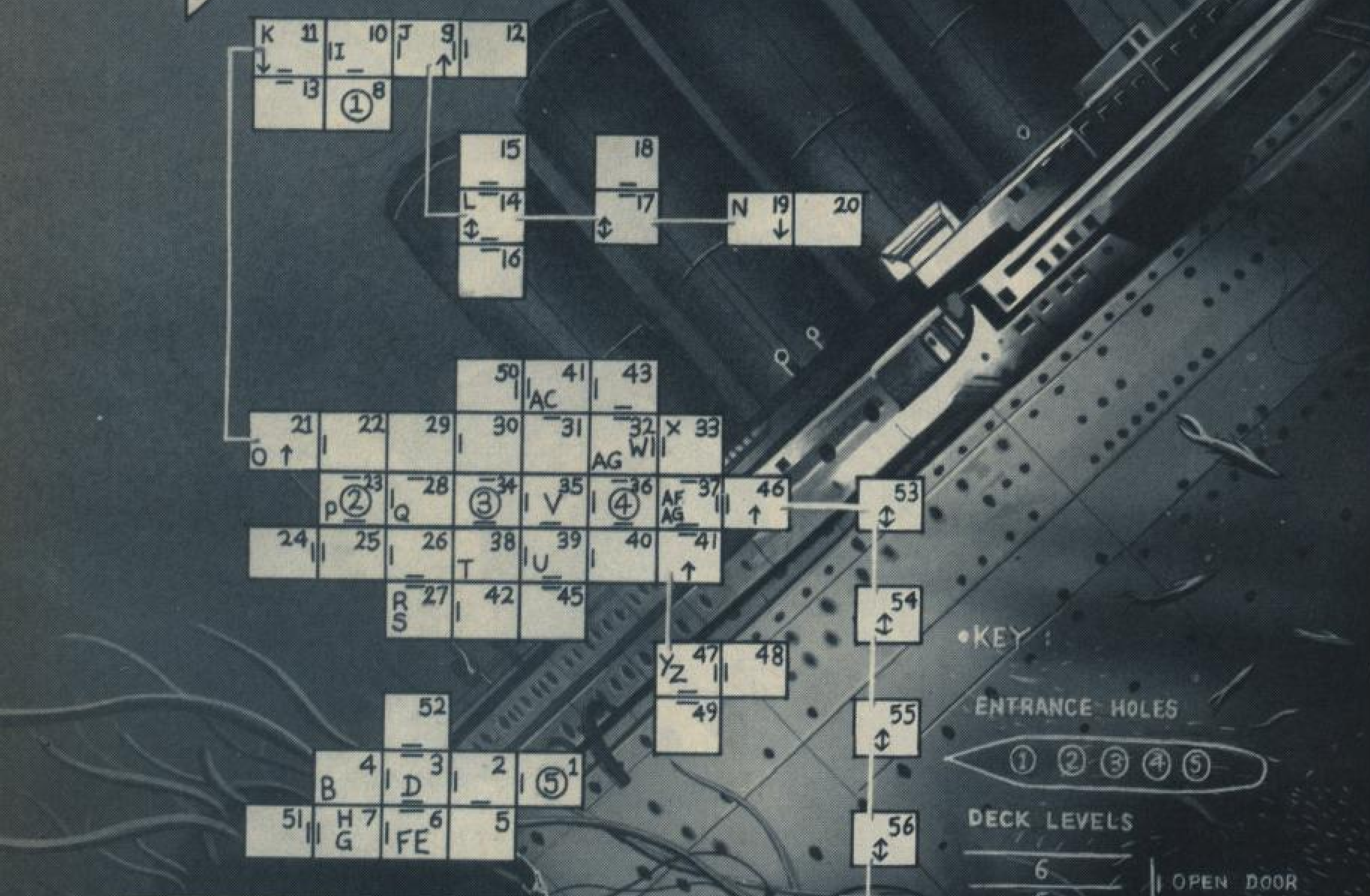
SYS 689 **to load the last part of the game. When the READY prompt appears you can enter . . .**

POKE 38177,96:SYS 14421

. . . to start the game without any sprite collision detection.


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3. First Class Lounge
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5. First Class Lounge
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7. Promenade
8. Fans
9. Bacon
10. Vegetables
11. Ice Cream and Ice Machine
12. Fish
13. Cheese
14. Dark Room
15. Cooks
16. Barbers
17. Larder
18. First Class Dining
19. Doctor
20. Veranda and Palm Court
21. Groceries
22. Boilers
23. Boilers
24. Reciprocating Engine
25. Boilers
26. Baggage
27. Cargo
28. Furnace
29. Coal Bunker
30. Boilers
31. Baggage
32. Boilers
33. Cargo
34. Boilers
35. Furnace
36. Boilers
37. Furnace
38. Boilers
39. Coal Bunker
40. Boilers
41. Coal Bunker
42. Cargo
43. Baggage
44. Baggage
45. Fireman's Passage
46. Chain Locker
47. Fireman's Quarters
48. Letters
49. Greaser's Quarters
50. Empties
51. Marconi Operating Room
52. Restaurant
53. Chain Locker
54. Chain Locker
55. Store
56. Winching House
57. Wheel House
58. Navigation

PHANTOMS OF THE ASTEROID (Mastertronic)

Here we have a short listing to disable sprite collision detection, courtesy of Gary Saunders. Rewind your *Phantoms* tape to you-know-where, then type in the following:

```
10 FOR A=0 TO 46:READ C:POKE
52224+A,C:NEXT
20 SYS 52224
30 DATA 169, 1, 170, 168, 32
35 DATA 186, 255, 169, 0, 133
40 DATA 183, 32, 213, 255, 160
45 DATA 20, 185, 26, 204, 153
50 DATA 229, 3, 136, 16, 247
55 DATA 96, 169, 173, 141, 31
60 DATA 119, 141, 44, 122, 169
65 DATA 3, 141, 253, 96, 169
70 DATA 96, 141, 225, 88, 76
75 DATA 2, 118
```

Once you've done that type RUN (RETURN) **and press play on tape to load and run the game. You will now be invinicible . . . ish.**

THRUST (Firebird)

A small tip to make your thrusting a little easier, from Leighton Phillips **of Abertillery, Gwent. Hold down** F5 **and** F7 TOGETHER **to fly in slow motion and make those tricky passages easier to negotiate.**

HUNCHBACK II (Ocean)

Thanks to Paul C (I've just found out that the C is for Carloss) from Sutton Coldfield, you too can have an extra 252 lives! Type in the following listing . . .

```
10 DATA 169, 255, 141, 11, 64, 169
11 DATA 96, 141, 222, 64, 76, 0, 64
15 DATA 169, 0, 141, 243, 3, 169
16 DATA 192, 141, 244, 3, 76, 13, 8
20 FOR G=49152 TO
49177:READ A:POKE G,A:NEXT
```

Now type RUN (RETURN)**, followed by** LOAD (RETURN)**. Press play on tape and wait for the loader to load. When the READY prompt appears enter** SYS 49165 **to load and run the game.**

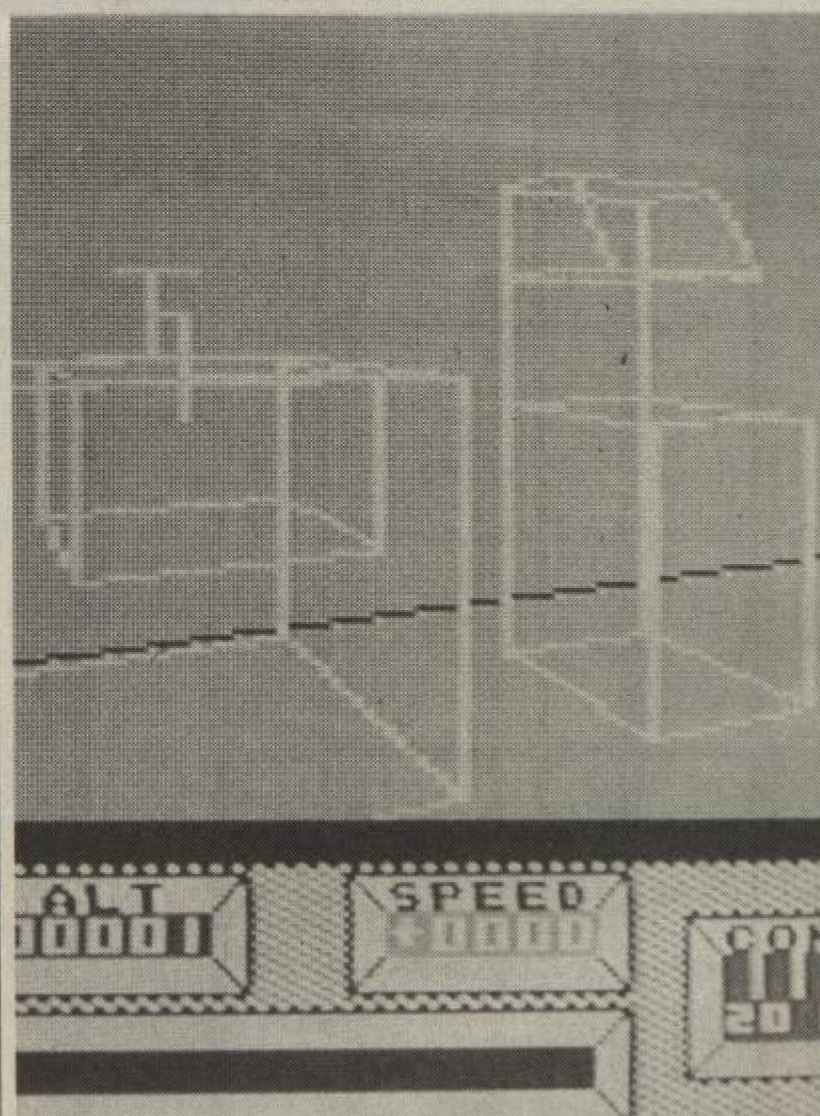
CHILLER (Mastertronic)

Wossis? More POKEs from Paul C? Well, yes and no. The POKE for infinite energy was printed in the Christmas Special, but you had to reset your 64 to enter it. So, Mr C has come to the rescue . . . Rewind your *Chiller* tape and type in the following:

```
1 SYS 63276:POKE
831,255:POKE 832,2:POKE
783,1:SYS 62828
2 POKE 749,226:POKE
750,252:POKE 770,167:POKE
771,2:POKE 776,167
```

Type RUN (RETURN) **to load the game. When the 64 resets itself,** POKE 22957,173 **for infinite energy. Enter** SYS 50758 **to start.**





WANTED!
MONTY MOLE (Gremlin Graphics)

If you're having problems once you've loaded this game on your Commodore 128, then try some POKEs from Tim **and** Ian Fraser **of Ruislip, Middlesex, for size. Rewind your *Monty Mole* cassette and enter** POKE 43,200:LOAD **When the game has loaded and the computer resets, type in . . .**

POKE 43,1:POKE 37804,0:RUN

. . . to get the game working correctly. Also, if you can't get Datasoft's *Goonies* to load, then press the CAPS LOCK key before loading to get the game working again (this resets the value of location one back to normal).

MERCENARY (Novagen)

There I was on the blower to Novagen's Bruce Jordan **the other day, discussing *The Second City* — incidentally, if anyone can escape by renting the spaceship, then drop me a line — when he pointed out that although the tip printed in issue 15 works (the one which enabled you reposition objects in the air), it isn't the correct method. No, the correct method involves the use of the PYRAMID. But, unfortunately, Bruce remained as tight-lipped as ever and would not disclose how to use the pyramid — can anyone help?**

Oh yes, nearly forgot — the third method of escaping from Targ is simple, and was accidentally mentioned in issue 13! Just use the spider's web instead of the pass to get to the Interstellar Ship — it's as simple as that!

(the logo)


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DEATHWAKE (Quicksilva)

Scott Moore **from Fixby in Huddersfield reckons that if you enter** ITS MY BIRTHDAY **in the high score table, you become invincible the next time you play. Coo.**

LAW OF THE WEST (US Gold/Accolade)

Jonathan Twist **from Little Bispham in Blackpool, Lancs has scored 7672 points. If you want to do the same, then use the following answers . . .**

MEAN HOMBRE

Yes, Son, and it's a pretty nice town.
I've faced the toughest hombres around.
I hear his gang might be comin' to town.
You will now be placed at the scene of the Train Robbery.

MISS ROSE

How's the saloon business doin' lately?
Are they planning something?
It's OK Rose. I'll protect you.
You will now be place at the scene of the Stage Coach robbery.

MEXICALI KID

You can't believe everything you hear.
Well, I've heard some things about you!
They say you're a liar and a coward!
He will surrender and drop his gun.

DOCTOR

I try to avoid gunfights, if possible.
Heard any good rumours lately?
What are they comin' for?
You will now be placed at the scene of the Bank Robbery

MAN WITH SHOTGUN

It's right pretty, son, but put it away.
Drop it right there.
Son, you're in a heap of trouble.
He will drop his gun and surrender.

WEE WILLIE

Hey, Willie, would you like some candy?
Can we talk, Willie?
Good, now what's your secret?
You will now be placed at the scene of the Bank Robbery.

MISS APRIL

Hello. Did you let school out already?
Oh, what's that?
Tell me more.
You will now be placed at the scene of the Train Robbery.

GAMBLER

You been cheatin' 'em again, Gambler?
I asked you if you been cheatin'
That might not be too far in the future.
Draw quickly and shoot.

DEPUTY SHERIFF

I should ask you that question, Deputy.
Anything happening there?
Well, let's go then.
You will now be placed at the scene of the Bank Robbery.

BELLE

Doin' any more cattle rustlin', Woman?
You need a man to take care of you.
Yeah. I kinda like your spunk.
She will simply walk away.

ASSASSIN

What's it to you, punk?
You're looking at him
I'd say confident
Draw quickly and shoot.

TAU CETI (CRL)

Next month I'll have some 'official' tips (and probably a few nifty POKEs) from John Twiddy, **the guy wot wrote the 64 conversion. In the meantime, here is a very useful listing from** Alan Smith **of Whitehall, Bristol . . .**

```
0 REM 'INVUNERABILITY' POKES FOR TAU CETI BY ALAN SMITH
1 DATA 169, 1, 168, 170, 32, 186, 255, 981
2 DATA 169, 0, 32, 189, 255, 169, 0, 814
3 DATA 32, 213, 255, 169, 197, 141, 245, 1252
4 DATA 3, 169, 2, 141, 246, 3, 76, 640
5 DATA 82, 3, 169, 210, 141, 186, 9, 800
6 DATA 169, 2, 141, 187, 9, 76, 0, 584
7 DATA 8, 169, 234, 141, 158, 72, 141, 923
8 DATA 159, 72, 141, 160, 72, 141, 221, 966
9 DATA 59, 141, 222, 59, 141, 223, 59, 904
10 DATA 141, 71, 59, 141, 72, 59, 141, 684
11 DATA 73, 59, 169, 191, 141, 116, 77, 826
12 DATA 76, 64, 1, 0, 0, 0, 0, 141
13 DATA 169, 169, 141, 118, 62, 169, 191, 1019
14 DATA 141, 119, 62, 169, 234, 141, 120, 986
15 DATA 62, 141, 121, 62, 141, 122, 62, 711
16 DATA 76, 0, 32, 0, 0, 0, 0, 108
18 PRINT CHR$(147) ''JUST A MINUTE . . .''
20 FOR S=0 TO 11:T=0:FOR Y=0 TO 6:READ A:T=T+A:POKE 679+S*7+Y,A:NEXT
25 READ A:IF T<>A THEN PRINT ''ERROR IN LINE''S+1:END
30 NEXT
35 FOR S=0 TO 3:T=0:FOR Y=0 TO 6:READ A:T=T+A:POKE 320+S*7+Y,A:NEXT
40 READ A:IF T<>A THEN PRINT ''ERROR IN LINE''S+13:END
45 NEXT
50 PRINT ''INSERT AND REWIND TAU CETI TAPE''
60 PRINT ''THEN PRESS ANY KEY''
70 POKE 198,0
75 WAIT 198,1
80 SYS 679
```

Once you've typed it in check for errors, then save it out to either tape or disk for future use. When you've done that, enter RUN (RETURN) **and follow the on-screen instructions. OK, so the listing is a bit long, but it does give you infinite missiles, infinite anti-missile missiles, infinite flares, and infinite shield strength. Now you can't say fairer than that, can you . . .**

WHERE'S MY BONES? (Interceptor)

How do you load and run the game without any sprite collision detection? Rewind your *Where's My Bones* **tape and type in the following, as provided by** **Tim and Ian Fraser, that's how**

SYS 63276:SYS 63276:SYS 62828:SYS 1063:SYS 1063:POKE 51081,96:SYS 52175

There have been umpteen zillion trillion pleas for useful *Scarabaeus* **POKEs recently — can anyone help? You can! Is a reset required? No! Great. Send your POKEs to: HEY GIRLY! I'VE GOT SOME NEAT SCARABAEUS POKES FOR YOU INSIDE THIS HERE ENVELOPE, ZZAP! TIPS, ZZAP! MAGAZINE, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB. And, if they're worth printing, I'll send you a T Shirt . . .**

Sorry, but that's all for this month. A big hug and a thank you (no sloppy girly kisses) to all of you for making this tips section so lively and interesting — keep it up. I'm afraid personal correspondence is out of the question, but you can still send all your tips and POKEs, etc, to: ZZAP! TIPS, ZZAP! MAGAZINE, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB. Bye for now, cute reader . . .



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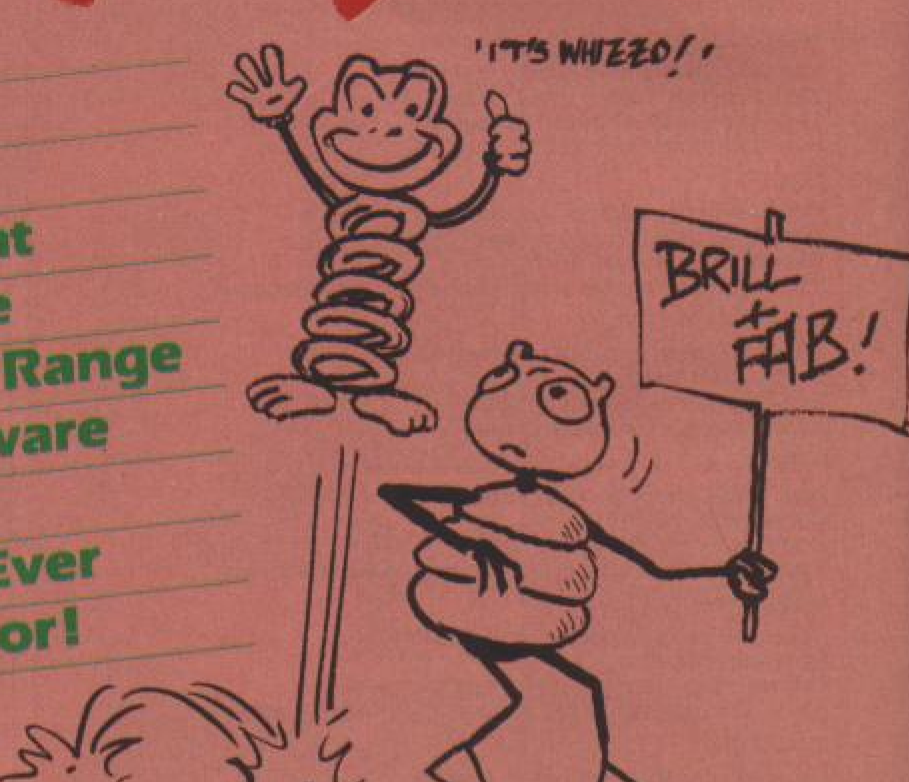
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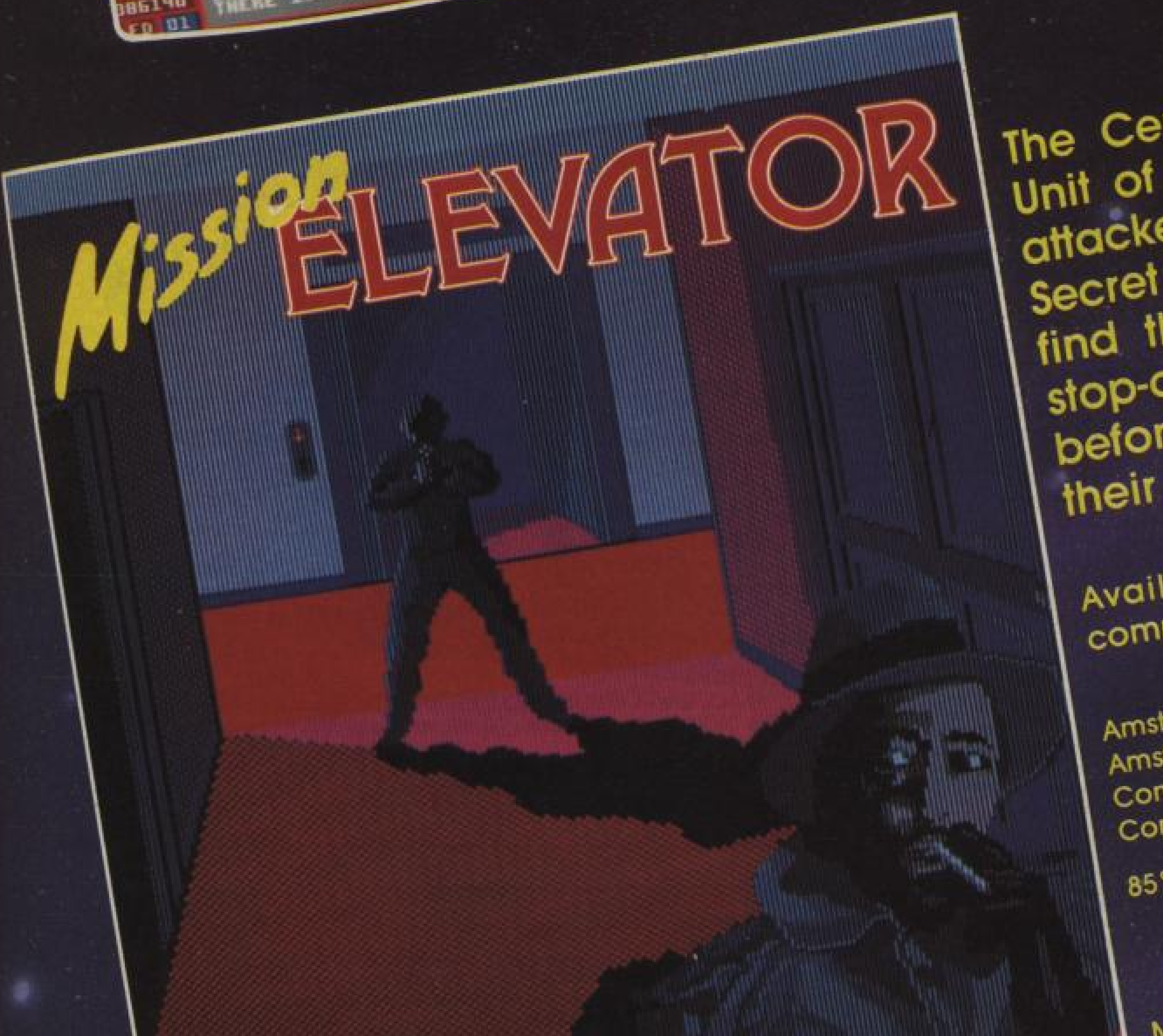
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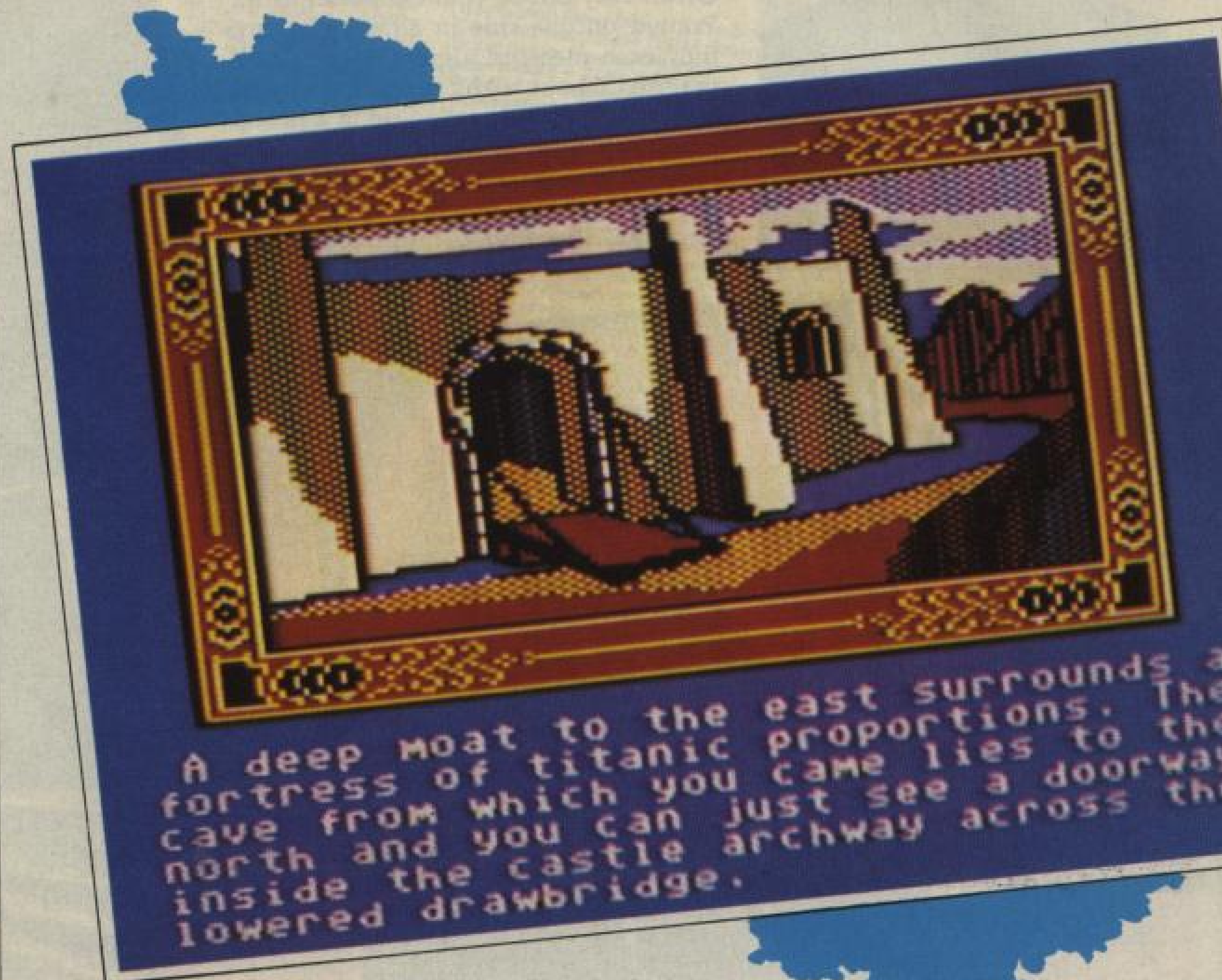
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Graphic Adventure Creator

September 1986

Incentive, £23.95 cass, £25.95 disk





It's nearly a year now since Ian Andrews unveiled an early version of Incentive's *GAC* to an unwary Amstrad audience. Since the launch it has been well received universally and has created a new standard for adventure writers on the Amstrad home micros. Now *GAC* has been improved, smartened up and translated to the Commodore — can the same thing happen all over again?

GAC is a sophisticated adventure writing package on a single cassette or disk. It has advanced graphics, and allows multiple commands in a single input, full word recognition and a host of other features intended to make this the state of the art adventure writing utility. Its appearance on the Commodore should allow rapid conversions of a host of adventures written for other micros, breaking down the barrier of compatibility that previously existed.

The packaging is very neat. *GAC* comes in a large format cassette/disk holder complete with a glossy covered manual. The printing isn't remarkable, but the manual explains every detail of the utility with care and precision, sometimes with accompanying graphics where it is thought they may help. Loading is achieved easily thanks to use of fast loading techniques and the user is presented with a title/credit screen followed by a menu page. *GAC* itself leaves approximately 23K free for your adventure. Larger adventures could be created with multiple loading techniques, but at some time in the future Incentive would like to release *GAC II* which would have the advantage of disk accessing capabilities. This means that the adventure can be as big as the author desires.

To give you an idea of just what this package is capable of, Incentive include a couple of mini adventures. One is a pure text offering; the other uses graphics. If the full solution to the adventure is known, the entire game may be played in one input. The result is like a short story, punctuated with a series of commands. It's an impressive demonstration of *GAC*'s power.

As with any utility of this type, the more complex the graphics, the less memory is available for the rest of the adventure. However, while this might suggest the need for simplistic graphics, Incentive have made sure that the author has the opportunity to make up complex images should they be required. Also included are a host of memory saving devices to make the process as painless as possible.

The graphic screen allows four pure colours to be used though these may be stippled in any combination to give the effect of up to ten colours and textures on screen. The top two thirds of the screen is surrounded by a frame in which an image may be created. To the left of the frame there is a bar containing sixteen colours. From here, the colours being used may be checked and altered. To the right of the frame is the pen and paper symbol. The pen is always shown in the selected colour for drawing and rests on the paper during the drawing process itself.

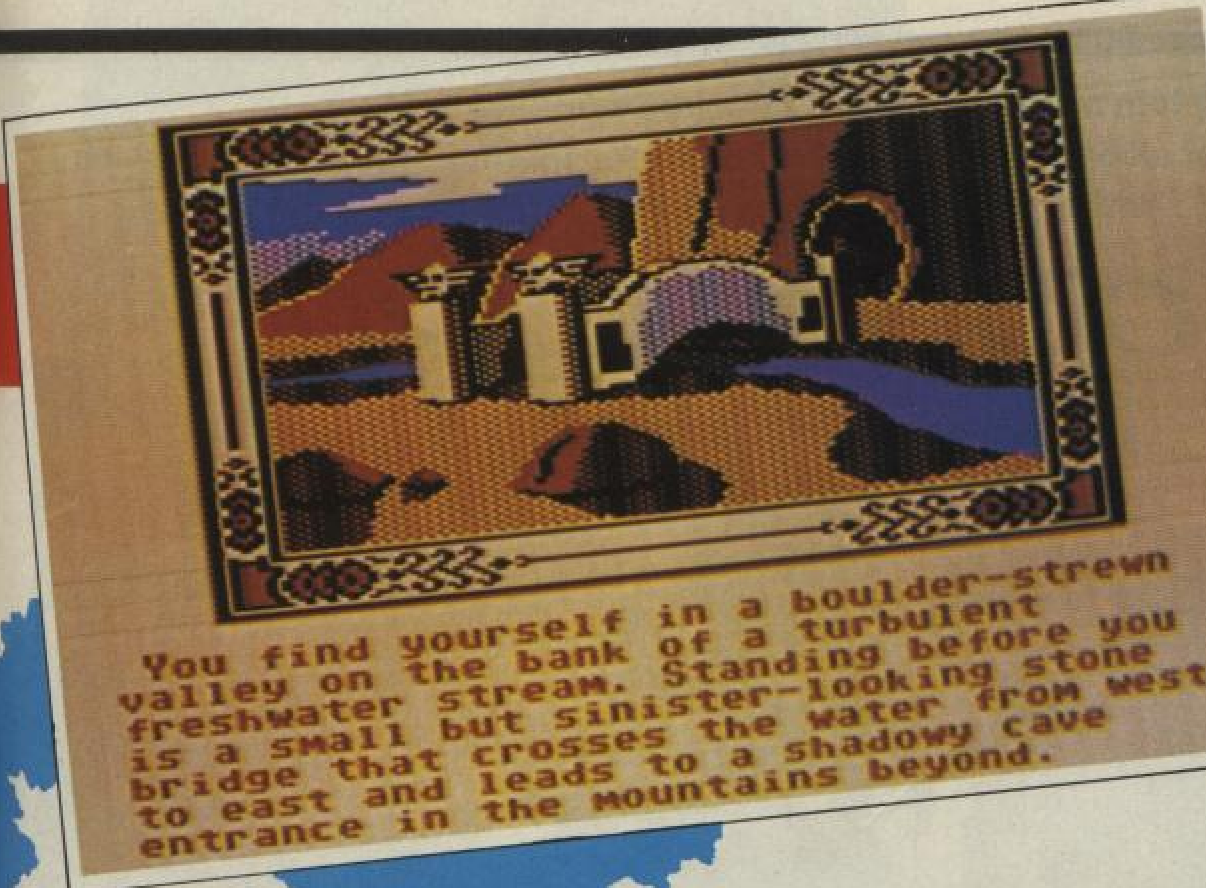
Below the frame is a menu for the various operations to be carried out in the picture. ELIPSES, BOXES, FILL, MULTI-DIRECTIONAL MIRRORING, SLOW and FAST DRAWING, PICTURE MERGING, and PICTURE or STAGE deletion are all included along with a picture scan that allows analysis and alteration of any stage in the creation.

The mirroring and merging sections are very important from a memory saving angle. If you draw say, half a picture, and use the mirror to complete it, only three bytes are used on the second half. Likewise, if a picture is drawn and then has a frame decoration added (previously drawn as a separate picture), only three bytes are used. This cuts down tremendously on possible repetitiveness.

Most of the features work smoothly but the exception to this neatness is in the FILL command. This isn't perfect and an optimum position within the area to be filled needs to be found. Even then, in an awkward shape, a gap may be left. This can be rectified by implementing FILL a second time from a better position, and the final result will be no different from that achieved with a more capable routine. However it does take up more memory, and this is arguably offset by the fact that this FILL command takes up very little memory itself and is particularly fast.

The ability to LOOK or DELETE back either a single step or a whole picture makes correction and modification to pictures very easy indeed. The effect of open or closed doors is just one example of how these features cater for the kind of conditions often required of adventure graphics. Because it is possible to change the ink during the course of a picture creation, and then change it back again when the whole picture is asked for, a limited form of animation is possible. Things such as flashing lights or other relatively small changes to detail to a picture can be attained with the minimum of effort.

Up to 255 separate pictures are possible with *GAC*. Because of the way pictures are tied to locations it's possible to have small pictures created as inserts, displaying recently acquired objects, for





instance. The potential for experimentation is enormous.

In the rest of *GAC*, like most other adventure writers, up to 255 words may be defined as part of the vocabulary. As full word recognition is catered for in *GAC*, shortened versions of words (such as EXAM for EXAMINE) have to be created as synonyms by giving them the same numerical value in the vocabulary table. This does, however, create the opportunity for more diversity and flexibilty.

One aspect of *GAC* which is slightly unusual is that unlike *The Quill*, words are stored alphabetically rather than numerically. This means the vocabulary has continuity but synonyms are harder to locate when editing.

There can be 255 of each noun, verb and adverb. The section ADVERBS actually includes prepositions so the label is an arbitrary one. However, this does allow for detailed analysis of each player input and consequently greater flexibility in terms of acceptable player response.

The interpreter is the real gem in *GAC*. If you have ever wanted to create Infocom style adventures but have been held back by the limitations of *The Quill* or lack of programming ability, then this is where *GAC* can solve your problems. Commands are not limited either to verb/noun input or single command per sentence input. Instead, a whole series of commands may be entered so long as the author has taken full advantage of this very sophisticated parser. Multiple commands may be punctuated by AND, THEN, '.' or ',' in any fashion the author requires.

'IT' recognition is also possible if IT is made object number 255. This way IT always refers to the last noun mentioned. This allows commands such as 'GET THE LAMP THEN LIGHT IT' to be used. If an error is made part way through the command (such as trying to get an object that isn't there), the rest of the command is ignored.

Another area where *GAC* excels is with the conditions. *GAC* uses HIGH, LOW and LOCAL priority conditions to set up certain events under particular circumstances. *GAC* checks a HIGH condition before the player has the opportunity to make an input. Such things include checking whether a lamp is switched on to allow looking at things in the dark.

LOCAL conditions are those pertaining to a particular room or situation only. If you exited an airlock without a space suit for example, *GAC* would check this and kill you before you could do anything else. LOW priority conditions are checked in the same way as local ones except that they are not confined to individual rooms. They might check that you were carrying an object regardless of where you are, simply to ensure a message continued to appear.

Setting conditions always involves altering the numerical status of flags which indicate the necessity of certain actions or responses from the computer. *GAC* has two types of these called COUNTERS and MARKERS. COUNTERS are variable between 0 and 255 and there are 128 of them. MARKERS simply switch between 0 and 1 but there are 256 of these. They differ only in the way they are applied to a game to get the most efficient possible use from them.

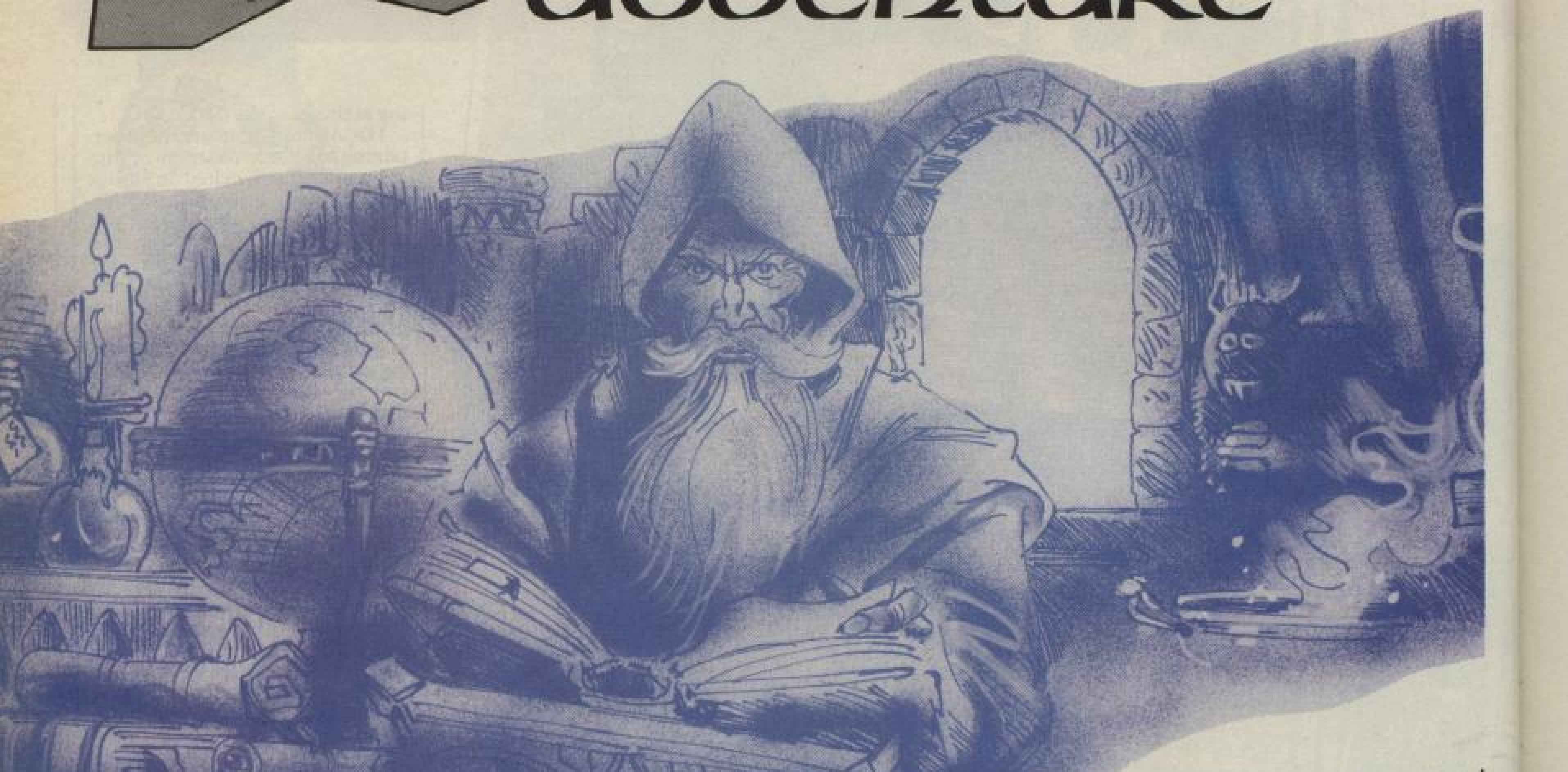
Following the now predictable *GAC* format, 255 messages are allowed. Clever use of these messages (ie, breaking them down into commonly used sections) saves memory and increases the apparent number of messages in the adventure. This technique is not exclusive to *GAC* but it is reassuring to see that such things are possible nevertheless.

Editing any part of *GAC* is simplicity itself. Everything is well explained in the manual — all the different parts of *GAC* may be accessed from a main menu and the whole effort has been logically devised. If you are saving files to cassette, *GAC* automatically puts a fast loader on them. Disk and cassette files are totally interchangeable, making it possible to upgrade your adventures with the minimum of fuss.

GAC sells at a price that can hardly be called cheap. However, all things are relative. When you compare this to the competition both in terms of price and performance, it comes out way on top. Future, more powerful versions are planned but this should not put you off getting hold of a copy as soon as possible — any future versions will be a while off yet. It has already set a new standard on the other micros, and a Commodore version was needed to make the whole exercise worthwhile. Incentive have learned from the odd shortcomings of these earlier versions and this has been to the benefit of Commodore owners. They have made a superlative product even better.

A complete monthly guide by the infamous White Wizard for all 64 owners who prefer games involving typed commands rather than wiggled joysticks.

ZZAP! adventure



Hail fellow members of the Guild of Wondrous Wand Wielders! In this month's magikal missive the Bearded One humps it in HUNCHBACK, relieves himself in Bimbo the Boggit's toilet, and bites his lip in THE HULK. Plus a review of JEWELS OF DARKNESS from Rainbird/Level 9, your letters, your cries for help, and a dire warning to the Clever Contacts!

Hunchback

Ocean, £9.95 cassette

This game gives me the Hump. It looks beautiful, it plays well, it has some nicely programmed features, but it seems to be so short on puzzle-power that I find myself wondering just much gaming you're going to get for your money.

The packaging certainly looks promising. You get two cassettes neatly slotted into one of the new-style double cassette boxes together with an attractively designed fold-out leaflet with instructions on how to play the game. One thing that slightly annoyed me is that the screenshot on the inlay looks as if it must be the one you are greeted with when you've completed the game — pity they couldn't have saved the surprise for the end of the adventure.

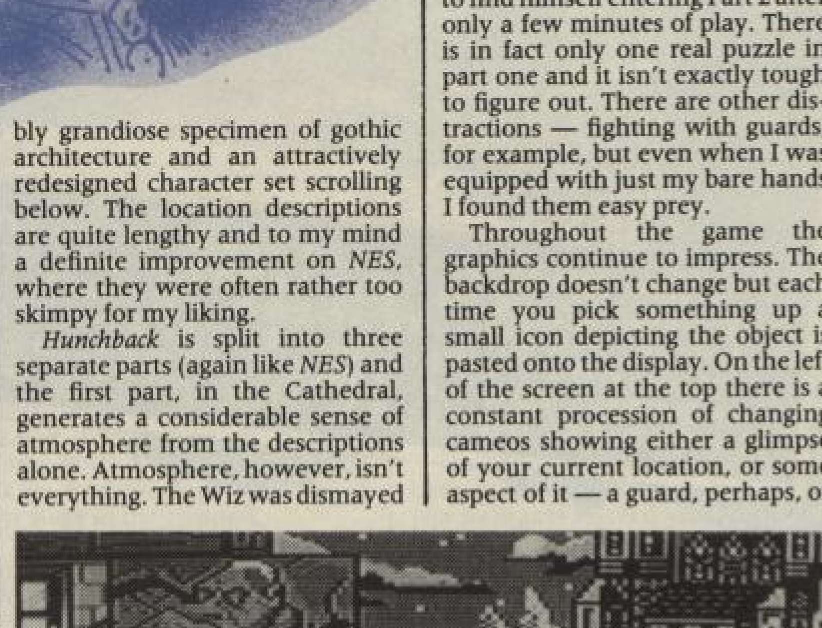
The instructions are pretty brief — the vocabulary is miniscule (only about 25 verbs not including direction commands) and the plot is pretty simple — rescue Esmeralda from the wicked Cardinal or remain forever single. The word EXAMINE is absent and during the game I found the gameplay rather restricted as a result of this and other omissions.

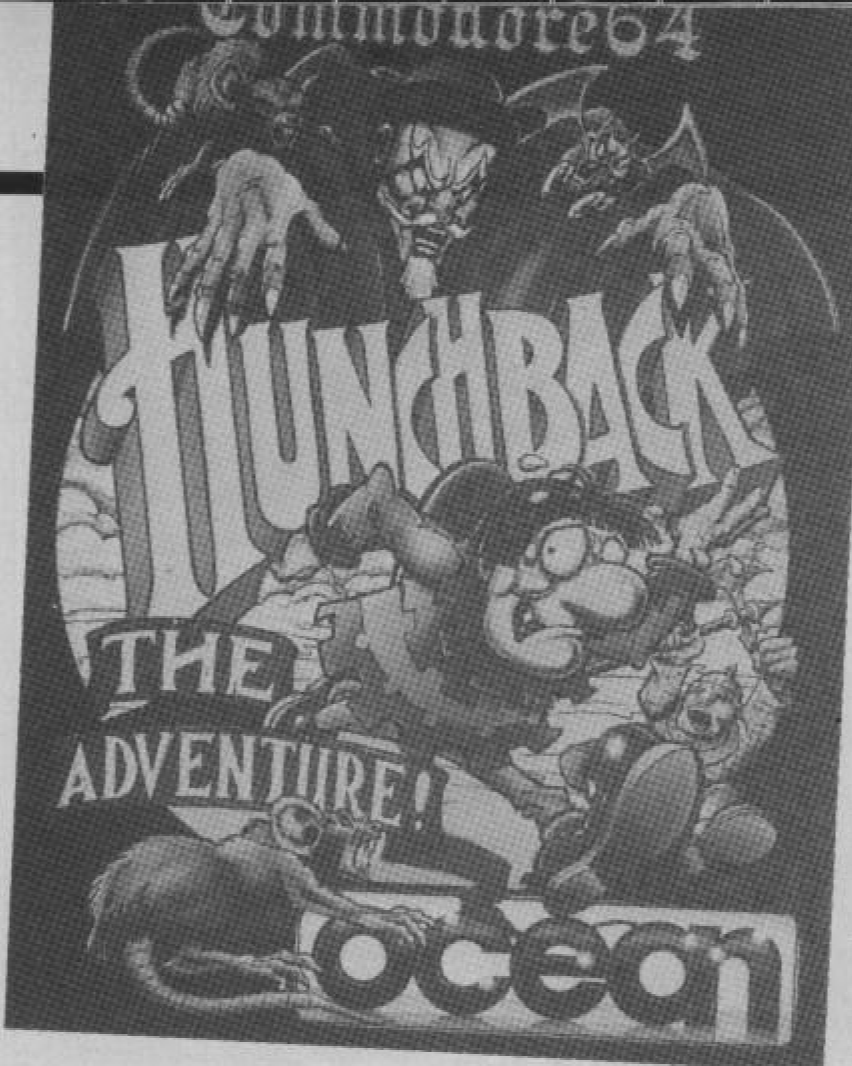
However, it sure LOOKS good. Like it's predecessor, *Never Ending Story*, *Hunchback* has an attention-grabbing display with a beautiful horizontal backdrop across the top half of the screen showing a suitably grandiose specimen of gothic architecture and an attractively redesigned character set scrolling below. The location descriptions are quite lengthy and to my mind a definite improvement on *NES*, where they were often rather too skimpy for my liking.

Hunchback is split into three separate parts (again like *NES*) and the first part, in the Cathedral, generates a considerable sense of atmosphere from the descriptions alone. Atmosphere, however, isn't everything. The Wiz was dismayed to find himself entering Part 2 after only a few minutes of play. There is in fact only one real puzzle in part one and it isn't exactly tough to figure out. There are other distractions — fighting with guards, for example, but even when I was equipped with just my bare hands I found them easy prey.

Throughout the game the graphics continue to impress. The backdrop doesn't change but each time you pick something up a small icon depicting the object is pasted onto the display. On the left of the screen at the top there is a constant procession of changing cameos showing either a glimpse of your current location, or some aspect of it — a guard, perhaps, or







a snapshot of your ugly mug.

Hunchback is a very attractive game, no doubt about it. The features — attacking guards, helpful parser telling you which words it doesn't understand, pretty pictures and text — all bear the hallmarks of professional programming at its best.

Unfortunately, as an adventure, it doesn't challenge the player sufficiently to warrant its price tag. Three separate loads and 100K of program may sound like a lot, but too much has gone into the presentation and too little into the game. Things get a little harder later on, but even in the second part I found little opposition and by the time I'd reached the Cardinal's mansion I was already thinking about what to play next. For children and inexperienced adventurers this would make a beautiful present but if you're accustomed to the likes of Level 9 and Infocom it's not going to keep you busy for long.

Atmosphere	76%
Interaction	55%
Lasting Interest	58%
Value For Money	60%
Overall	**60%**

The Boggit

CRL, £7.95 cassette

Funny, isn't it — I bet Ocean spent thousands and thousands of pounds on developing *Hunchback* — and it'll cost you about a tenner. Then along come Delta 4 and, with the (free) aid of the Quill, they write a game that they sell for £7.95. Now is that daylight robbery, or is it not?

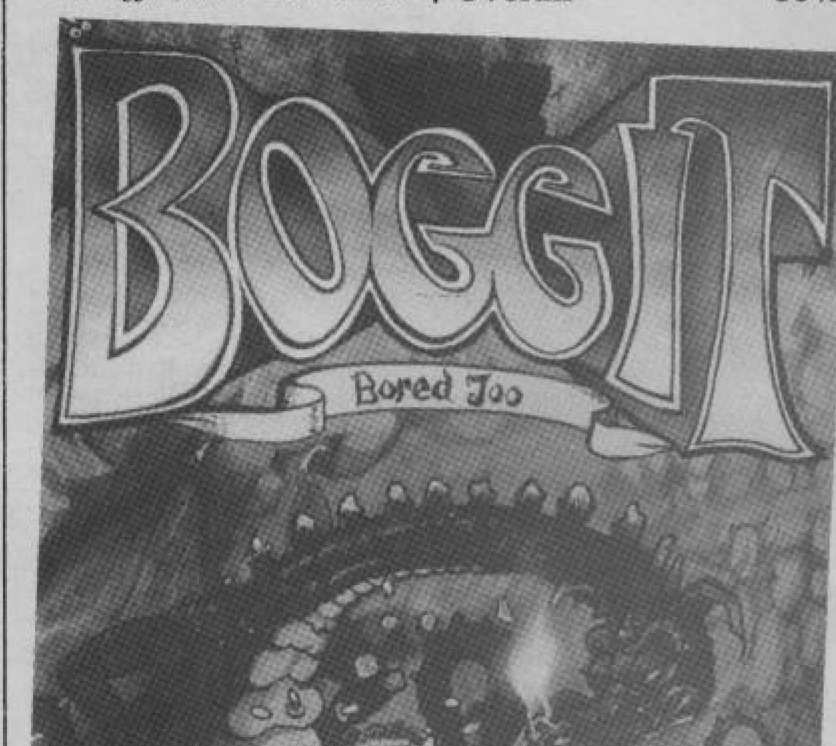
Nossir! 'Tis not! For this tale of Bimbo the Boggit and his valiant encounter with Daug, his wanderings with Grandalf and Thorny, is full of wit, invention, and sheer rudery. I can recommend it to anyone who is fed up to the teeth with all things Tolkien. Even better, I can recommend it to everyone who still think that there's nothing better than having hair between the toes.

The Boggit is an entirely irreverent look at Muddle Earth. Like any good satire the game sticks closely enough to the original (with occasional derivations from its successor, *Lord of the Rings*, as well) to get in some cruelly funny jabs at it. Furthermore I was not only impressed by the humour but also the quality of the game itself. The puzzles are clever and logical — but by no means easy. For the most part they are of the best kind — the sort that, when you crack them, you shout 'OF COURSE!' instead of 'WELL SO BL**DY WHAT!?'. And, as with *Bored of the Rings* and *Robin of Sherlock*, the programmers have squeezed the very best out of the Quill and the Illustrator, so that you can, for example, TALK TO other characters — though their responses are pretty limited. But then the responses were pretty limited in *The Hobbit* as well.

The funny thing is that *The Hobbit* was an enormously complex piece of programming in its day, whereas *The Boggit* is quite the opposite. But then someone pointed out to me today an interesting fact about so-called 'intelligence' in computer software. 'Imagine', they said, 'a robot that goes right through a maze without making a single mistake. Looks quite clever, but when another robot goes through the same maze, makes mistakes, and then carefully corrects them before reaching the end, that second robot seems even more intelligent than the first, though in reality it may well not be.' The same principle applies with *The Boggit* — the characters may not be as 'intelligent' as those in *The Hobbit*, but when they open their mouths the hysterical things they say make them seem a lot more so! And certainly a lot more 'human'.

The Boggit is in the now familiar Delta 4 three load format — you can move between sections of the game without necessarily cracking all the puzzles as you confront them. It's a great game and even if Delta 4's development system had cost them a thousand times less than Ocean's, their game ends up being better value at only a couple of pounds cheaper.

Atmosphere	79%
Interaction	72%
Lasting Interest	79%
Value For Money	80%
Overall	**80%**



The Hulk

Americana, £2.99 cassette

Look, I'm sorry, True Believers, but I just can't take this Scott Adams number any more. The games are tripe; the games are finicky; the games are prehistoric; the games are illogical; but in this case, fellow Wizards, the game is cheap. So does that make it worthwhile?

Fans of Scott Adams will doubtless already be reaching for their wands with the idea of turning me into something small and slimy, while others will be wondering what in the name of Belboz I'm on about. Let me explain . . .

Scott Adams, bless his heart, started programming adventures on the TRS 80 back in 1348. His games still bear the hallmarks of those early days — and in the case of the Hulk that means two word input only, a vocabulary of (at most) 150 words, strange illogical puzzles, and a parser that simply responds with 'SORRY, I DON'T UNDERSTAND WHAT YOU

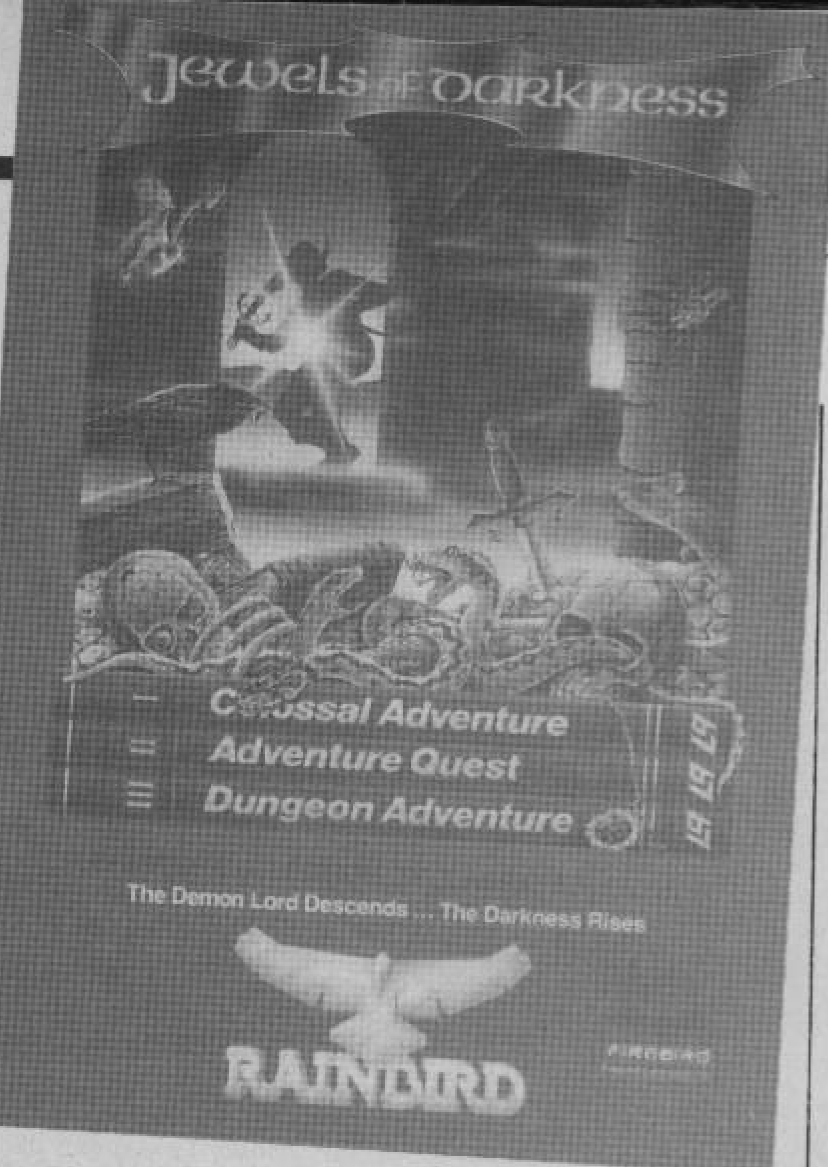


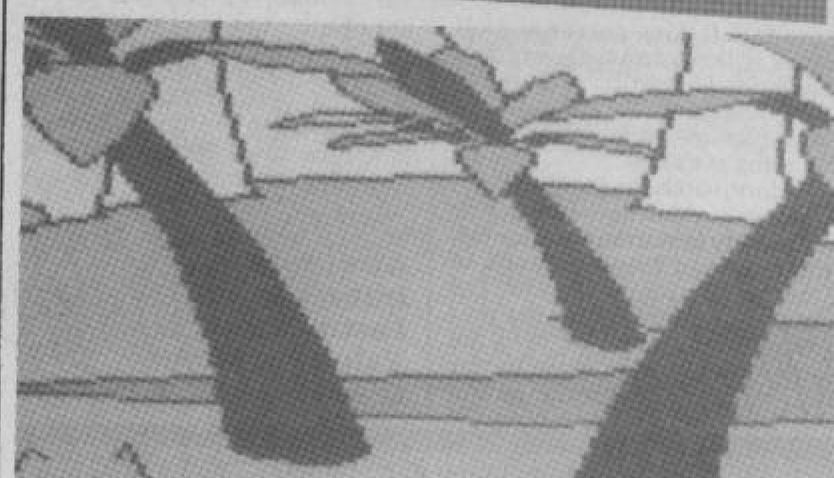
MEAN' if you mistype a command or use the wrong word.

Ol' Scott then conceived the idea of doing a series based on the Marvel superheroes. Unfortunately he applied the same old techniques and the result was a couple of games (*The Hulk* and *Spiderman*, followed by *The Fantastic Four*) that had a reasonable marketing success but were, in all honesty, pretty poor adventures compared to what the opposition was offering. Scott's games are, I think, best described as puzzles rather than as adventures — they have very few locations, lots of tricky situations and require considerable lateral thinking (and luck).

The Hulk is no different from the rest, except that now you can get it for £2.99. Meet Dr Strange, Ultron, and Nightmare as you attempt to unravel a scenario that would confuse even the most experienced wand-wielder. At the price, this game is worth a second look — a Scott Adams game is something of a 'must' for any seasoned adventurer and if you haven't played any then it's probably worth the impulse buy. But if value for money isn't so important to you, then remember — this is an 'old-fashioned' game and for some that will mean it is, by todays standards, a bad one.

Atmosphere	58%
Interaction	55%
Lasting Interest	67%
Value For Money	75%
Overall	**65%**





Jewels of Darkness

Rainbird/Level 9, £14.95 cassette or disk

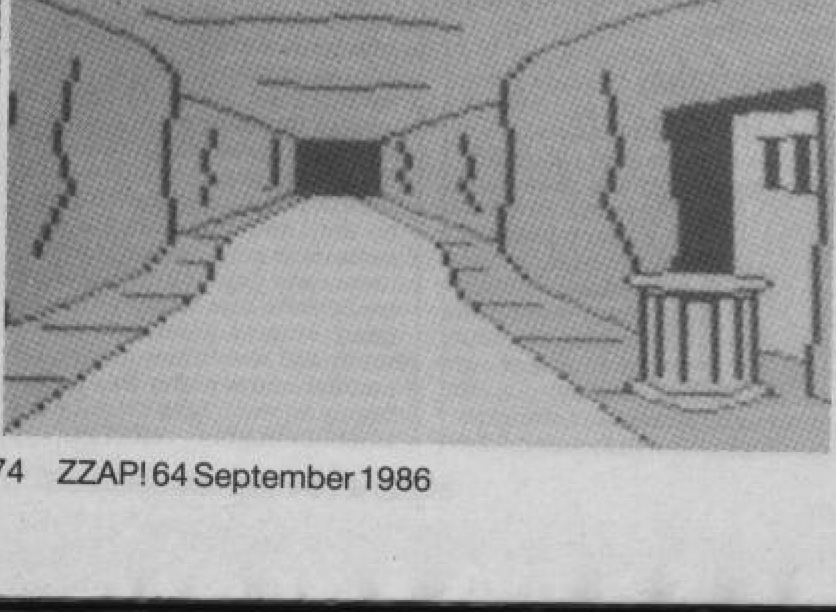


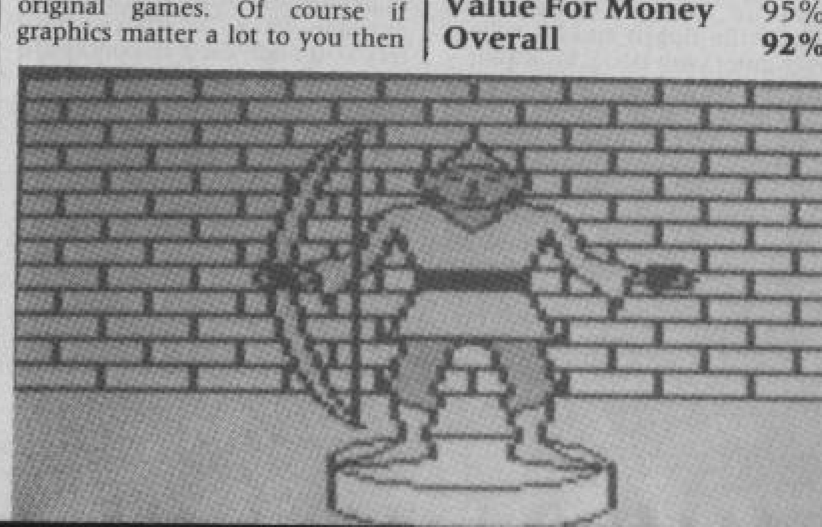
Well, there's not a lot I can say about this one. Level 9's 'Middle Earth Trilogy', featuring *Colossal Adventure*, *Adventure Quest*, and *Dungeon Adventure*, has provided adventurers with untold hours of entertainment over the last few years. At £9.99 for each text-only game they were essential purchases. Now, thanks to a new marketing deal with Rainbird, you can get all three for only £14.95 PLUS graphics PLUS the new Level 9 parser that gives you a vastly enlarged vocabulary and allows you to enter commands while the pictures are still drawing.

The only point I would like to make here is that, having already played these games, I did not think that the new versions were sufficiently different to warrant purchasing them if you have the originals. That is in no way intended to be a criticism of this new release, but simply a testimony to the excellence of the original games. Of course if graphics matter a lot to you then those alone might lead you to disagree with me, but the Wiz has never had much time for Level 9's pics — they're colourful but they're not great works of art. And the location descriptions and scenarios have always struck me as being good enough on their own.

But all this is nit-picking. This is the best bargain currently available for adventurers, and unless you can't bear the thought of going underground you just have to get out into the shops and spend your £14.95. Nuff said.

Atmosphere	90%
Interaction	89%
Lasting Interest	95%
Value For Money	95%
Overall	**92%**





"AT LAST - HIGHER LEVELS OF QUALITY...!"

Wizard's Mailbag

CLUBS GALORE!

The White Wizard seems to be getting more and more letters each month from readers starting up adventure clubs. I can't help feeling that a fair number of these must fall by the wayside — after all, there seem to be so many and the market can't support everyone. However, here goes with a selection of this month's club promotions. Don't forget that I can't vouch personally for any of these organisations, but I'm sure they mean well and would like to hear from you . . .

H&D Services, 1338 Ashton Old Road, Higher Openshaw, Manchester M11 1JG. Tel: 061 370 5666
Offer a series of adventure 'handbooks' giving solutions, hints, and maps of games. Subscription rates: 3 issues, £2.75; 6 for £5; 12 for £9.

BAG — Beginners Adventure Games
A new club for adventurers. Write to **Lesley Marriott, 22 Priory Road, Alfreton, Derbyshire DE5 7JT**

Adventurers Anonymous
Adventure club and magazine: Contact **Rivendale, Nethergate Street, Bungay, Suffolk NR35 1HE**

Adventure Cracking Service
A helpline. Contact **Gavin Berry, 25 Beauvale Road, Hucknall, Nottingham NG15 6PF** for details. It's not entirely clear from the letter whether this is a club or just a phone-helpline — their telephone number is in the Help Offered section.

Questline
A well-established concern, now going official and charging very reasonably for its services — Helpline, Magazine, Swap-It section, Club Distribution for your games, Special Offers on commercial releases. Send SAE for details to **Tony Treadwell, 17 Headley Way, Headington, Oxford OX3 0LR**

Ever since the Wiz said how impressed he was by the number of adventures cracked by **Christian Martensen** of Copenhagen, he has been swamped by letters from readers claiming to have solved games, games, games, and more games — including several the Wiz has never heard of. Top of the list so far is **John R Barnsley** of Adventurescue who claims to have polished off 57 games with another 16 almost complete and 'dozens more partially completed'! John, I can't believe it! Are you:

1) Older than the Wiz (at least 756 years old)
2) Having me on
3) Locked in a small room with a Commodore 64 and padded walls?!

I have to confess that your list is most impressive and curious readers will be able to see it in the Help Offered section. It took me a long time to type it in!

Other contenders include **Gavin Berry** of the Adventure Cracking Service with '51 adventures in 13 months' and his mate **Paul Gilbert** of the same with '54 in 10 months'. However Gavin's letter was notable not so much for his score but the boast that comes at the end . . .

'I, the Purple Necromancer, say that I can solve any adventure faster and with a better score than any of the ZZAP! 64 team!'

Well, Mr Berry, them are fighting words to be sure. I don't think that the Mighty One (ie, me) would dare to tackle so formidable a champion as yourself. The Wiz readily admits that he isn't very quick at solving adventures, but he does reckon that what he lacks in speed he makes up for in thoroughness — although it depends what your standards are. My quickest solution ever was an Interceptor adventure on the Amstrad which I completed in under an hour. What about other readers? And is there anyone out there who is willing to take on the Purple Necromancer — always assuming he's willing to do battle with you?

Phil Symonds must have written to the White Wizard more times than the Bearded One has had Balrogs for breakfast, but in a recent letter he bemoans the fact that Ol' Whitey never answers back. Well Phil, the truth of the matter is that the Wiz has great difficulty in keeping up with the mail. The Post-Gnome brings me an enormous number of letters and although I do my best, I simply can't correspond with everyone. I do hope readers understand this problem — I will of course always print your letters in the column where space permits.

Space certainly wouldn't permit me to list all the tips sent in by **R Shepherd** of Leicester.

'I enclose two books (!!) that I have made with solutions to the adventures I have played and finished. There are others I have finished but you have to draw a line somewhere (I should think you do! — WW). *I will be putting some of them in my third book and I include a list of them. I must say that without the help of Rod Jones and Nik Carter I would not have finished a lot of them.'*

Well, Mr Shepherd, I take my pointed hat off to you. The books are great and I have to say that in all my time writing both this and other adventure columns I have never seen so much effort put into documenting game-solutions as this. Altogether there are — wait for it — 83 complete solutions in Mr Shepherd's booklets. Beat that, Purple Necromancer!

Wizard Tips

VOODOO CASTLE

A rabbit's foot is good protection in the lab.

KENTILLA

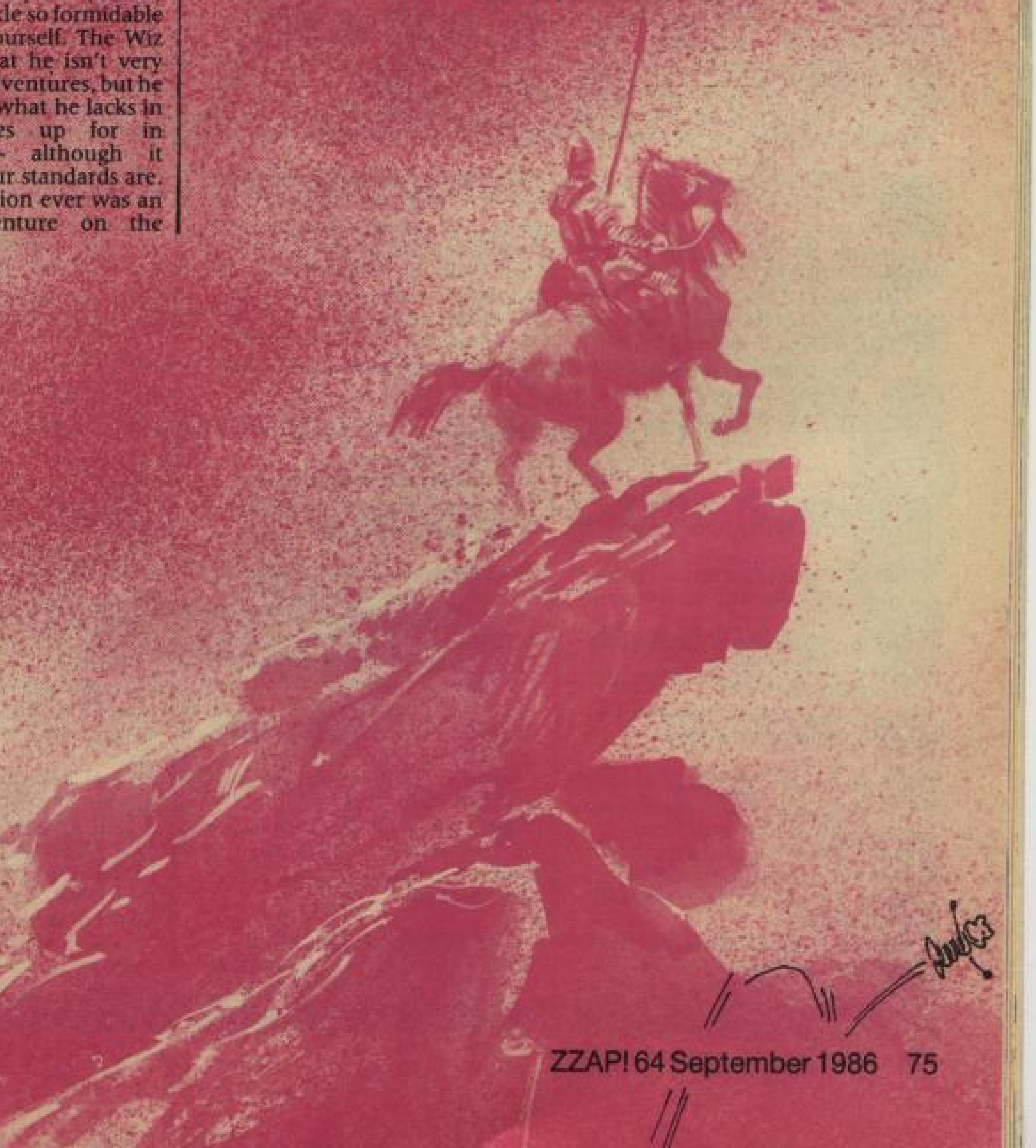
Large Urga-Mauls are worth a second look?
Chief Cavezats are fond of presents?
Why get wet when you can swing?

VERY BIG CAVE ADVENTURE

Say the word in the debris room.
Use a penny for the door.

PRICE OF MAGIK

Use ring to cut mirror.
Eyebright will help you in the attic.



Avoid unnecessary combat to preserve stamina
Preserve candle by blowing it out after burning woodpile — it is the focus for one of the spells.

SEABASE DELTA

Wake the hen with a sticky bubble, after you've chewed it over
Walk Plank to use see-saw at the end.
Make a pancake and cover the camera lens.

THE SNOW QUEEN

Return purse to get reward then buy bread.
Enter boat and throw shoes into river.
Take the flower's advice when leaving garden.

LORD OF THE RINGS

Elfstones — try the willow, up high, and in a pot.

Thanks to **John Barnsley** of Adventurescue for many of this month's clues.



Clever Contacts

OK, Mortal Members of the Goblins Dungeon Appreciation Society, this is where you find salvation. The following brave adventurers have joined together to bring you the benefit of their immense power and prestige, not to mention their timely tips on adventure games, to get you out of trouble. If you're stuck, these are the lads and lassies to run to for help. And if you want your name to shine for evermore in the annals of Wizzardry, get the games you've completed down on paper (a postcard preferably) and send them to: **THE WHITE WIZARD'S DUNGEON, PO BOX 10, LUDLOW, SHROPSHIRE SY8 1DB.**

Help Offered . . .

Most games.
R Shepherd, 106 Highfield Street, Coalville, Leicester.

Hobbit, Fourth Protocol, Voodoo Castle, Valhalla, and Lord of the Rings.
Graham Robson, 71 Fair Field Rise, Kirkburton, Huddersfield HD8 0SS
Tel: (0484) 604631 between 4 and 5pm Mon-Fri only.

Return to Eden, Worm in Paradise, Red Moon, Gremlins, Perseus and Andromeda, Heroes of Karn, Hulk, Spiderman, Exodus Ultima III, Nine Princes in Amber, Ballyhoo, Enchanter, Sorceror, and Spellbreaker.
Guy Thomas, 17 Borstal Hill, Whitstable, Kent CT5 4NA
Tel: (0227) 274846 9am to 9pm any day.

Adventureland, Voodoo Castle, Mystery Funhouse, Savage Island I and II, The Hulk, Pirate Island, Zork I, II, and III, Seastalker, Enchanter, Deadline, Adventure 550, Ultima I, II, and III, Ulysses, New Adventure, Serpent Star, Death in the Caribbean, Pirate Adventure, The Count, Pyramid of Doom, Spiderman, Dallas Quest, Sorceror, Planetfall, Suspended, Wolfenstein, Questron, Mask of Sun, Blade of Blackpool, Mindshadow, Secret Mission, Strange Odyssey, Ghost Town, Golden Voyage, Sorceror of Claymorgue Castle, Cutthoats, Infidel, Witness, Starcross, Dark Crystal, Wizard and the Princess, Transylvania, Adventure in Time, and Borrowed Time.
Asif Din, 37 Deeplish Road, Rochdale OL11 1PH

The Hobbit, Red Moon, and Spiderman.
Tim Storey, The Mount, Chelston, Wellington TA21 9HP
Tel: Wellington 6237 after 5pm and all day Sunday.

Hobbit, Price of Magik, and Hacker.
Gary Moffat, 66 Alanbrook House, Master Gunner Place, Baker Road, Woolwich, London SE18
Tel: 01 319 3651 8pm to 10pm Mon-Sat.

Castle of Terror, Spiderman, Hulk, Lords of Midnight, Quest for the Holy Grail, Voodoo Castle, Upper Gumtree, Adventureland, Circus, Supergran, and Pirate Adventure.
Antony Leadbetter, 36 Davyhulme Road, Davyhulme, Manchester M31 2DQ

Castle of Terror, Terrormolinos, System 15000, Hacker, Holy Grail, and Subsunk.
Martin Rimmer, 81 Pinfold Lane, Ainsdale, Southport, Merseyside PR8 3QL

Twin Kingdom Valley, Quest of Merravid, Atlantis Adventure, Disk Hobbit, and Hitchhikers.
Russell Wallace, 24 Lower Georges Street, Dunlaoghaire, Co Dublin, Ireland

Hobbit, Lord of the Rings, Zim Sala Bim, Castel of Terror, Merry Christmas, Spiderman, Quest for the Holy Grail, Erik the Viking, Ring of Power, and Danger Mouse in the Black Forest Chateau.
Colin Hayward. Tel: 01 885 4662 5-10pm

Castle of Terror, Dallas Quest, Hobbit, Hulk, and Terrormolinos.
Aris Parlapas, 18 Pyrsinella Street, Ioannina, Greece

Twin Kingdom Valley, Hobbit, Heroes of Karn, Hulk, Sorceror of Claymorgue Castle, Castle of Terror, Collossal Caves, Bored of the Rings, Quest for the Holy Grail, Magicians Ball, Return to Eden, Mindshadow, Emerald Isle, and Red Moon.
Phil Symonds, 29 Goliath Close, Roundshaw, Wallington, Surrey SM8 9HN

Aztec Tomb, Hobbit, Adventureland, Pirate Adventure, The Count, Voodoo Castle, Heroes of karn, Empire of Karn, Enchanter, Volcano of Raka Tua, Himalayan Odyssey, Oasis of Shalimar, Castle of Mydor, Adventure Quest, LordsofTime, Colossal Cave, Classic Adventure, Escape from Raka Tua, Lost City, King Solomons Mines, Mystery Island, Scroll of Akbar Khan, The Institute, Critical Mass, Infidel, Death in the Caribbean, Wizard and the Princess, Wishbringer, Zork I, II, and III, Secret of Baston Manor, and Suspended.
Margot Stuckey, 14 Marampo St, Marayong, NSW 2148, Australia

Heroes of Karn, Empire of Karn, Crystals of Carus, Jewels of Babylon, Subsunk, Seabase Delta, Worm in Paradise, Voodoo Castle, Terrormolinos, Mordons Quest, Neverending Story, Mindshadow, Urban Upstart, Robin of Sherwood, Hampstead, Wizard of Akyrz, Hobbit, Time Machine, Circus, Arrow of Death, Emerald Isle, Lords of Time, Gremlins, Sorceror of Claymorgue Castle, Red Moon, Ten Little Indians, Perseus and Andromeda, ZZZZZ . . . , Feasibility Experiment, Valkyrie 17, Bored of the Rings, Pirate Adventure, Very Big Cave Adventure, Valhalla, Golden Baton, Ring of Power, Adventureland, Collossal Adventure, Quest for Holy Grail, Hulk, Price of Magik, Return to Eden, Snowball, Pilgrim, Snow Queen, Espionage Island, Inca Curse, Kentilla, Helm, Lord of the Rings, Ship of Doom, Zork I, Spiderman, Warlord, Forest at Worlds End, Planet of Death, and limited help on many others.
John Barnsley, Adventurescue, 32 Merrivale Road, Rising Brook, Stafford, ST17 9EB

Please Note: Respect your fellow adventurers. By offering to help you they are undertaking a not inconsiderable task and deserve both your gratitude and your consideration. Never phone after 10pm (earlier if specifically mentioned above) and ALWAYS enclose a stamped addressed envelope if you want a reply by post.



Wizzard Fraud Shock Horror!

The Wiz was quite dismayed to receive the following missive from **Sue Beddowes**:
'I wrote to several of the people who are offering help just recently, enclosing a self-addressed envelope with each enquire. Unfortunately I received just one reply. I don't think this is good enough. I myself took a turn on the help page and I answered every one who wrote to me. I know it's impossible for you to know who is going to help and who isn't, but it is both annoying and frustrating to spend time and money in writing to people who don't reply. Perhaps their only ambition is to see their names in print without really having the ability to deliver the goods.'

Aha! So the truth is out, you Fraudlings, whoever you may be. I am sure that these lazy swines are in the minority, but steps must obviously be taken . . .

Now cop this. Ms Beddowes is wrong in one respect. The Wiz CAN tell who is going to help and who isn't! Quite apart from my metapsychic farseeing faculties which enable me to spy on each and every one of you, I have other, even more effective, methods. From now on every month the Wiz will write to a random selection of Clever Contacts, disguising his enquiry with devilish subtlety. Anyone failing to respond will be brought to ACCOUNT. You have been warned, my friends! Your duty to mankind is an honourable one and should not be undertaken lightly. Perform it well, or I unleash the Harpies upon you!

Contacting The Wiz

Wherever you may be, you can contact the Wiz and have the chance to see your name on these hallowed pages. Write to me on any aspect of adventuring at **THE WHITE WIZARD'S DUNGEON, PO BOX 10, LUDLOW, SHROPSHIRE SY8 1AQ.** If you have one of these Modem things, you can try getting me on **BT Gold 83:JNL251** or on **Prestel/Micronet 919994854**. Be aware, however, that the Wiz doesn't log onto Prestel as often as he used to — BT Gold is a much better bet if you are a subscriber.

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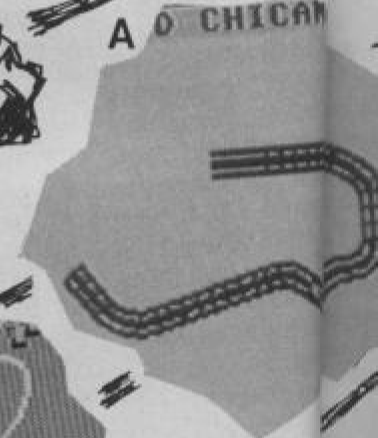
SO YOU RECKON YOU'RE

A GENUINE DIY CHALLENGE!

Challenge yourself to correctly answer dozens of gruelling questions!

Yes, it's another one of those **MASTERBLASTER** quiz thingies. The first two proved very popular, so due to an overwhelming demand here's another one to test your knowledge of the 64 software scene. Simply take each test in turn, writing down your answers as you go, and then see how you fared by referring to the official ZZAP! answers. Got that? OK, 'ere we go, 'ere we go, 'ere we go . . .

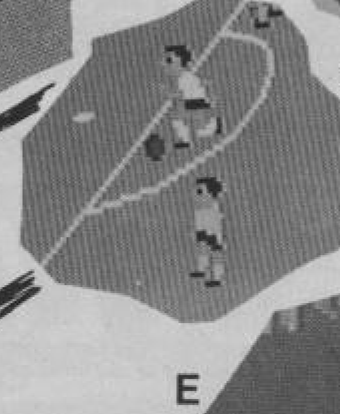
A



C



D



Test 1
SEEING IS PERCEIVING?

It most certainly is. Printed here are 20 screen shots — well, to be precise there are 20 bijou snippettes — taken from 64 games. All you've got to do is match up each picture with the correct name of the game taken from below. And just to make things a little trickier, there are 30 names from which to choose! He he . . .

F

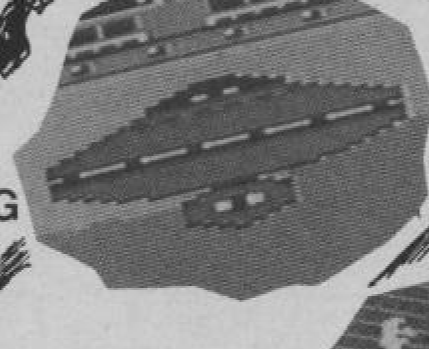


E

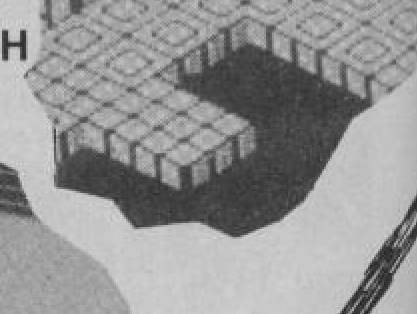


1. Rescue on Fractalus
2. Pitstop II
3. Koronis Rift
4. International Karate
5. Commando
6. Nodes of Yesod
7. Spindizzy
8. Sabre Wulf
9. Lords of Midnight
10. Scalextric
11. Bombo
12. Solo Flight
13. Who Dares Wins II
14. Wizardry
15. Staff of Karnath
16. World Cup Carnival
17. Doomdark's Revenge
18. Way of the Exploding Fist
19. Arc of Yesod
20. Gyroscope
21. Wizard's Lair
22. World Cup II
23. Acro Jet
24. Elite
25. Gertie Goose
26. Z
27. Paradroid
28. Uridium
29. Starion
30. Bombjack

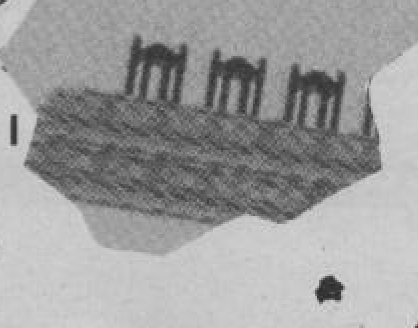
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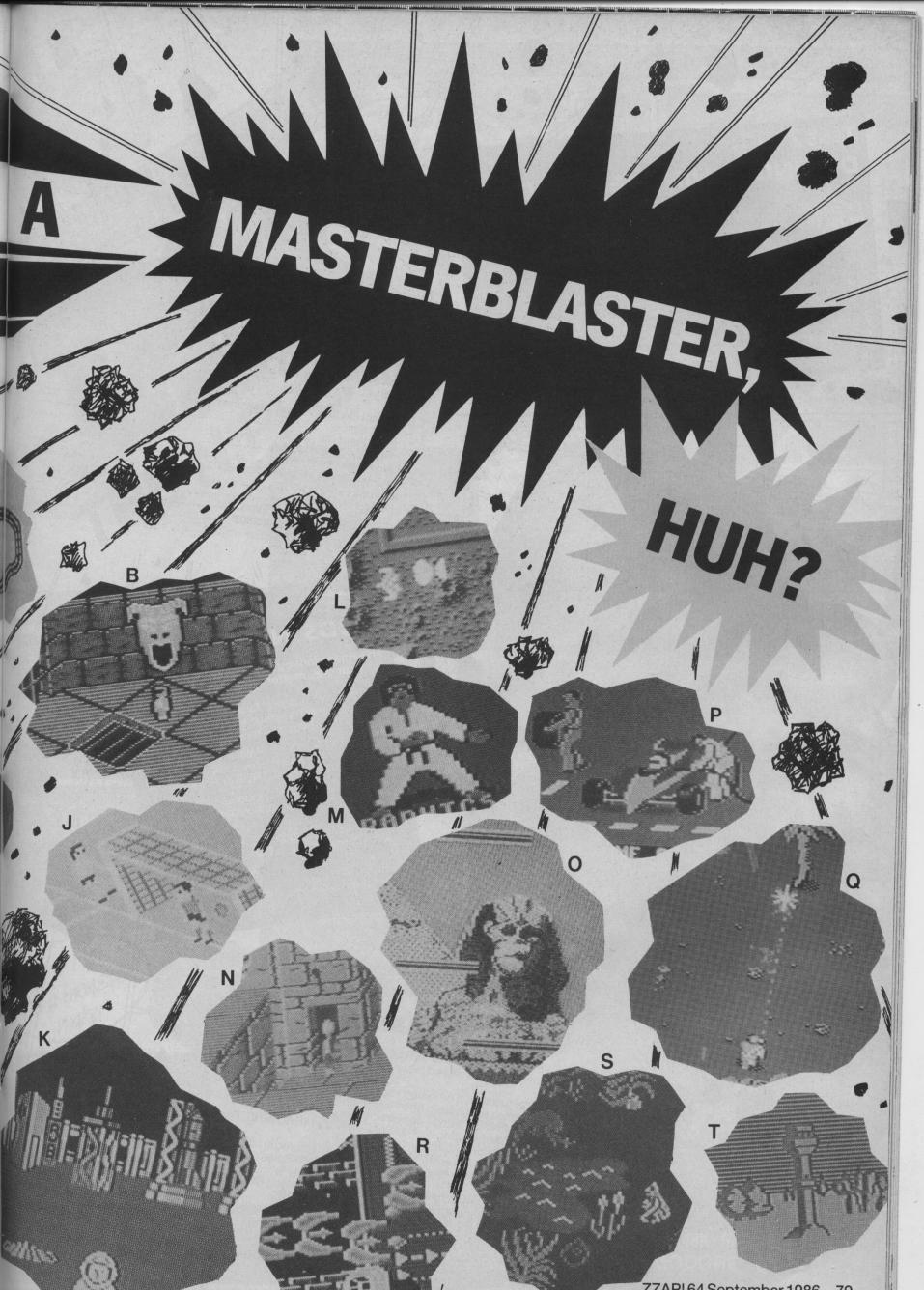
H



I



"GASP!"


A MASTERBLASTER,
HUH?
B
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J
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Q
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K
S
R
T

Test 2
DISTINGUISHING FEATURES

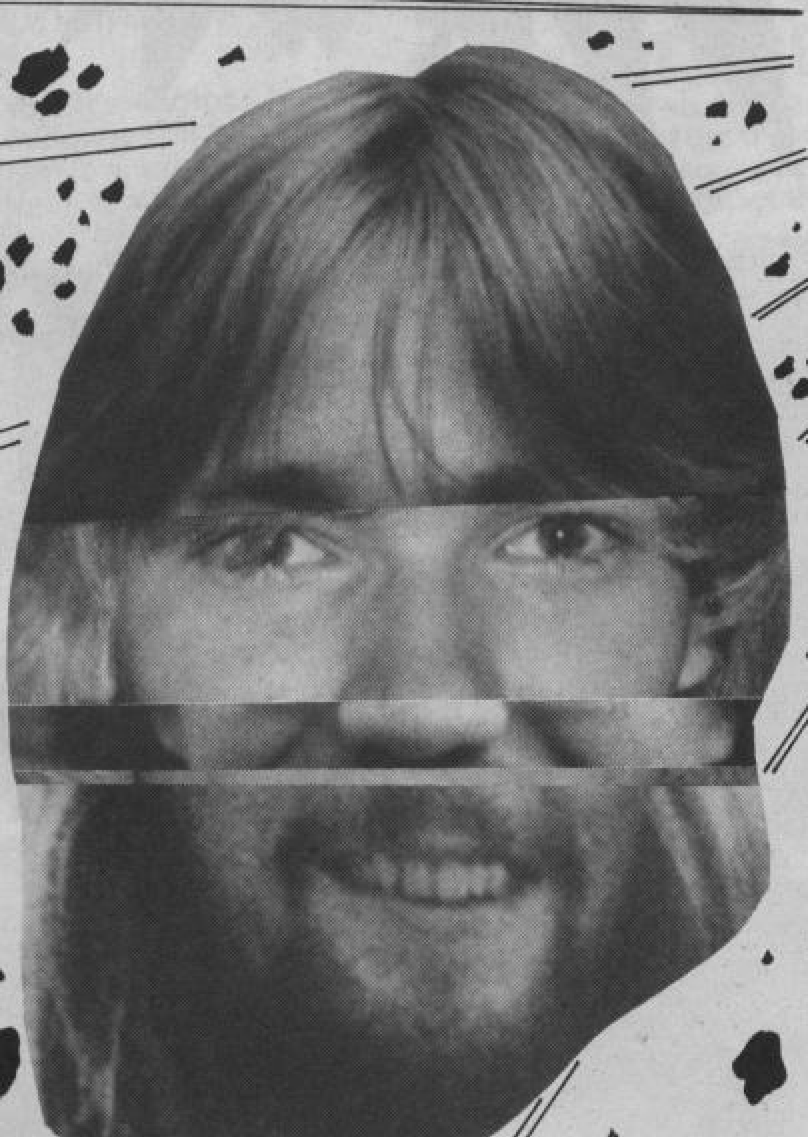
OK, now try to identify 10 games by just a few of their features . . .

1. Zombies, Spiders, Hieroglyphs ....
2. Plasmorb, Rotofoils ....
3. Zeus, Vulcan, Hermes, Actionscaping ....
4. Racoons, Joe the Baker, Bread ....
5. Electrostatic Columns, Tunnels, Forks ....
6. Tiles, Spears, Water Droplets ....
7. Bombs, Sparks ....
8. Bombs, Platforms ....
9. Orchids, Rhinos, Pieces of Amulet ....
10. Worlds, Novas, Comets ....

Test 3
INITIAL REACTION

This one's a little easier — identify 10 games by their initials (excluding THE or OF) and a few features . . .

1. B, Mutant Camels, Cippy, Zzyaxians ....
2. H, SRU, Spies ....
3. U, Dreadnaughts ....
4. I, Pyramids, Jawi Nomads ....
5. B, Platforms, Tennis Ball ....
6. M, Penn Obelisk, Rignall Road ....
7. T, Reverse Gravity, Pods ....
8. P, Robo-Freighters ....
9. Z, Big Mothers, Control Ships ....
10. S, Tanks, Planes, Motherships ....



Test 4
ODDS 'N' SODS

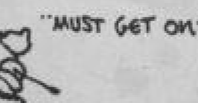
Five miscellaneous questions to tax your grey matter . . .

1. Three programmers' faces have been stuck together to form one face — who are they, and what are their two most recent games?
2. Rupert and the Ice Palace (reviewed way back in issue 8) wasn't previously released by Quicksilva as intended. TRUE or FALSE?
3. ZZAP!'s Ex-Ed, Chris Anderson, used to be a Seychelles radio announcer. TRUE or FALSE?
4. Sir Arthur Pendragon has, to date, featured in FIVE Ultimate games. TRUE or FALSE?
5. George Lucas (Director of Star Wars, and Producer of The Empire Strikes Back and Return of the Jedi) gets ZZAP! regularly. TRUE or FALSE?

Test 5
WHAT'S IN A NAME?

1. Name FIVE games, released AFTER March 1985 and before JULY 1986, that ZZAP! have NEVER reviewed (not including re-releases under a new label).
2. Name TEN games which have been based on FILMS.
3. Name TEN games which have been based on TV PROGRAMMES.
4. Name TEN LICENSED arcade conversions for the 64.
5. Name TEN games featuring licensed FACTUAL CHARACTERS. For example, Jack Charlton's Match Fishing.
6. Name TEN FICTITIOUS CHARACTERS who have featured in computer games. For Example, MAD Magazine's Black and White Spies appeared in Spy vs Spy I and II.
7. Name FIVE games which have been based on best-selling BOOKS.
8. Name a game for each letter of the alphabet (ignore THE).

Still reckon you're a MASTERBLASTER, eh? You do?! Turn to page 101 to find out . . .





CAN YOU PUT A STOP TO THIS LITTLE MENACE'S EXPLOITS?
JACK THE NIPPER...
AHH!..WHAT A LUVERLY DAY.... FOR A WALK TO THE SHOPS..
And you'd better behave yourself
Course I will Mum!
...& HERE WE ARE!
JUS' MICRO
NOW IN...
JACK the NIPPER!
OH NO! NOT HIM AGAIN
Oi-! load in Jack the Nipper for me-or else!
MONTYS RUNNING OFF!
...OR SO THE STORY GOES-WE THINK!
AND SO... A STAR IS BORN...
I luv scaredycats
And I always have a smashing time
Me's a star
FREE badge with every program!
Just look what I can do!
TOY SHOP
Ha Ha! I'm a monster maker
Bet ya can't stop me freeing prisoners
Ugh teddies, they must think I'm a baby!
BUY THIS GAME...OR ELSE!
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ARE YOU TOO MUCH OF A WIMP TO PLAY THIS GAME

ZZAP! COMP

GET YOUR LITERARY TALENTS WORKING

25 Copies of GRAPHIC ADVENTURE CREATOR On Offer!

Describe a location and win!

After many months of careful fine-tuning and general routine polishing, the team at INCENTIVE software recently put the finishing touches to the Commodore version of their Adventure writing utility, *Graphic Adventure Creator*.

And a stunning package *GAC* is too - collecting a Gold Medal this month, it has certainly impressed the Spiky Haired ones (even if they haven't the imagination to design an adventure that has more locations than the sarnie shop, pub and bedroom.)

The software allows you to design a complex adventure with ease — it's more like 'adventure processing' than programming, once you've designed the layout for your game. And there's a complete screen designing utility included too, so there's no excuse for having text-only adventures.

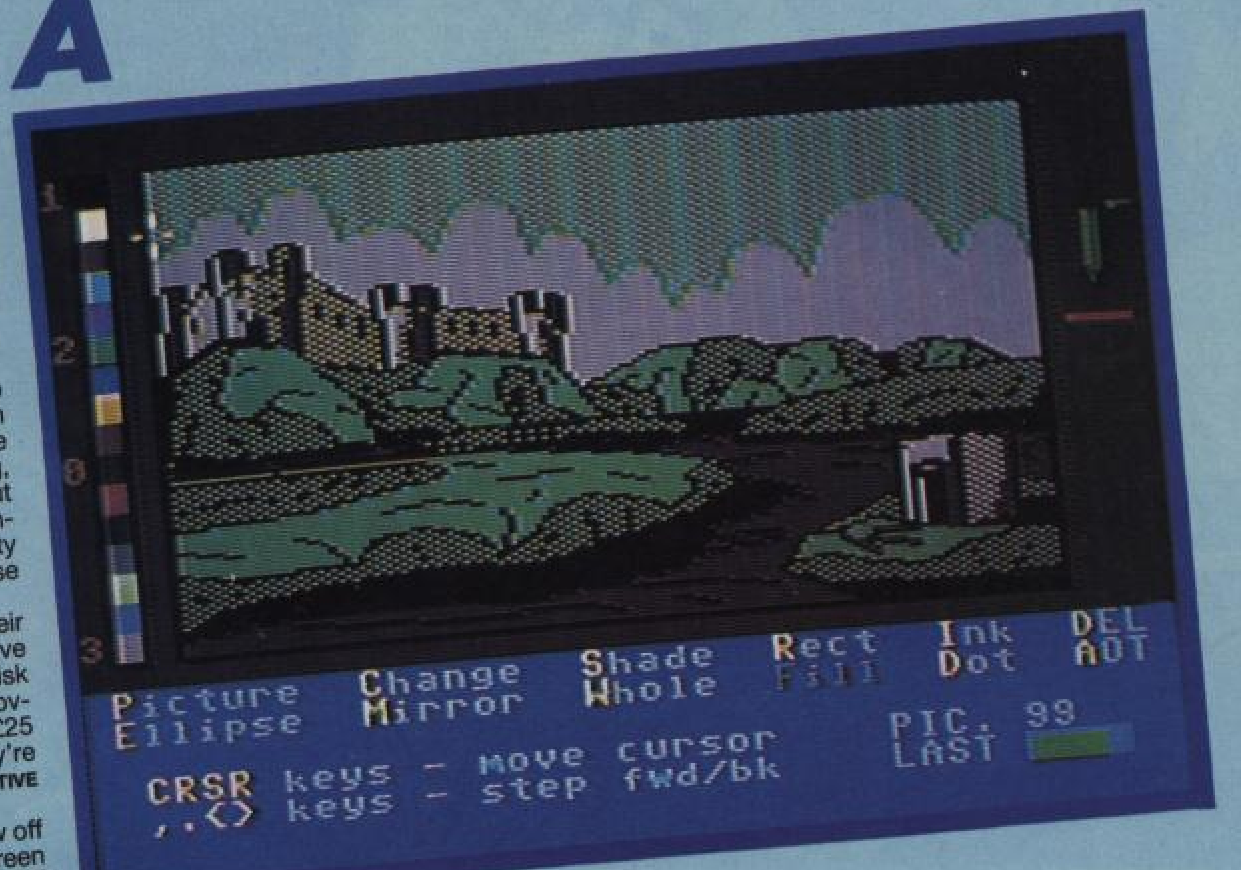
INCENTIVE have 25 copies of their latest Commodore release to give away — you could pick up a disk or cassette version if you get moving. *GAC* sells for around the £25 mark, so you can tell that they're far from mean down in INCENTIVE Towers.

For a bit of fun, (and to show off the capabilities of their screen designer) the crew behind *GAC* ran up the two location graphics that appear in glorious technicolour on this page. As you will see, they haven't actually worked out a location description for either picture — which is where you come in.

Sharpen your brain and scratch your pencil (or whatever gets the creative process going) and come up with a location description to go with each of the piccies. No more than 100 words — we don't want *War and Peace* or *Jane Eyre*. Just a small selection of well-chosen words cunningly linked together: you know, the kind of thing that the ZZAP! lads find everso difficult without consuming at least half a dozen sarnies and two pints of Old Flatulence Bitter.

The chaps up in Art have marked the two pictures with the witty labels, 'A' and 'B' so you can identify them on your entry, which should arrive at ZZAP! LITERATURE COMP, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB by 11th September. Don't forget to say whether you would like a cassette or disk copy of *GAC* if yo win. Get thinking — you never know, there could be a Charles Dickens or Emily Bronte inside you, just waiting to be shown the light of day

A



B



Over £600 worth of software to be won





Gorgeous pouting Claire Hirsch in a pensive mood. Mmmmm!

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19 June 1986

Our ref: JP/FMP/1992

Mr Lloyd Mangram
Zzap! 64
1/2 King Street
Ludlow
Shropshire
SY8 1AQ

Dear Lloyd

We read with interest your comment on Lee Hickin's letter in the July 86 issue. While agreeing that Claire Hirsch is as delectable a lady as one could wish to meet, the adjective "Addictive" can only be applied truly to our own Sara Crane.

Herewith a photograph for you to drool over.

Yours sincerely

John Picking
Sales & Marketing Manager

Mr Misery himself, Lloyd Mangram, received this amusing little missive from Addictive Games' Sales and Marketing Manager, John Picking the other day . . .

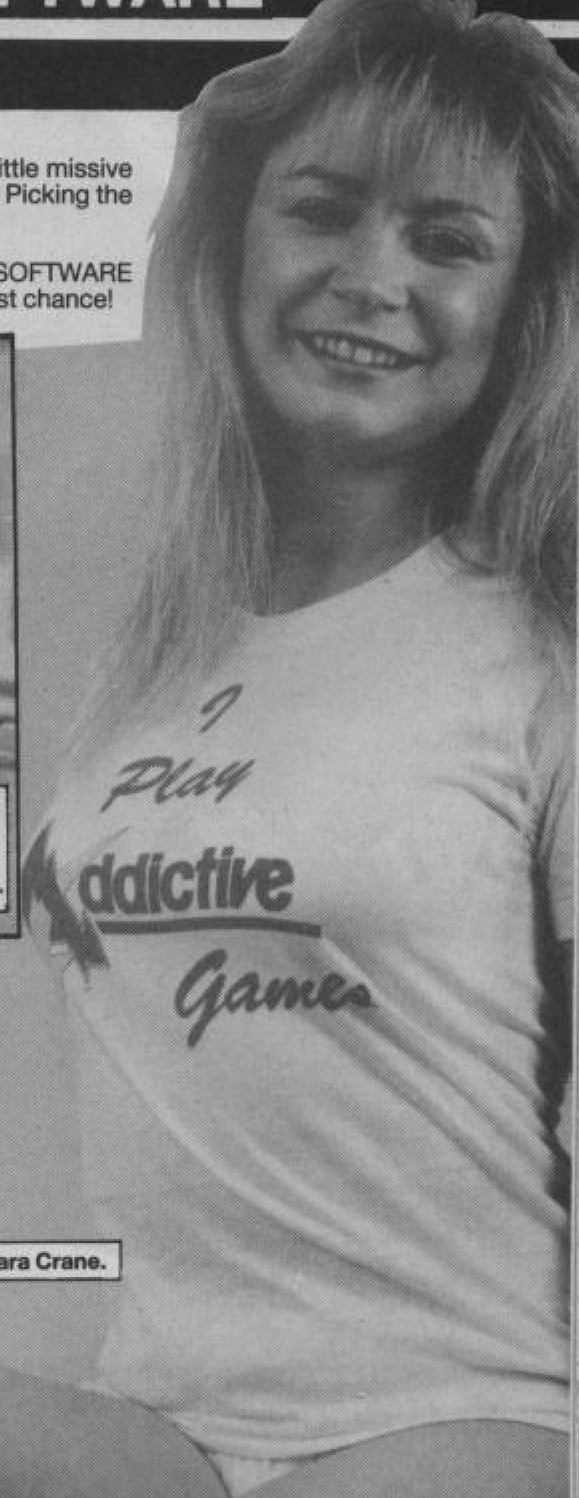
. . . which prompted **The Shadow** into producing this SOFTWARE CUTIES SPECIAL. Feast your eyes — this is your first and last chance!



Unrefraining Fran
Meets Tanzan Man
A Jungle Gram Treat
From the Powers That Be.



Argus Press Software's very own eye-opener, Jane Smith.



Addictive's Sara Crane.



MINCIN' WITH MINSON

Poor old John Minson, **The Shadow** fears more and more for the world-weary hack's sanity — as the days go by he seems to becoming increasingly eccentric.

John started his career in the computer world as a menial hack and review person to Popcorn Weekly, that most wonderful and well read of weaklies. John was happy there, but as the months passed his fame grew and grew and many other organs demanded his words of sparkling wit and humour. Even Newsfield were not immune to Minsonitis, and sister organ, CRASH, employs John as a gossip column on a monthly basis to provide readers with an insight to the social side of the computer industry.

John even took on a sidekick, a faithful personage by the name of Leslie Bunder, to play Woodward to his Bernstein. They collaborated on many great articles including that unforgettable (unforgivable?) Greg Fischbach interview. Still, as we all know, power corrupts and absolute power corrupts absolutely, and no better proof of that old idiom can be found than in the case of Mr Minson.

Many critics point to John's split with sidekick Bunder as his first step on the road to insanity. Leslie, an amazingly reasonable man, often acted as the duo's 'voice of reason', but with Leslie's departure John's previously suppressed megalomaniac tendencies were given a full chance to assert themselves.

And assert themselves they did — John made the decision to charge full NUJ rates for anything which flowed from his voluptuous quill. Now something of a cult, the magazines bowed to John's inflated prices. But as the prices went up, the quality went down. Hunter S Minson, John's CRASH gossip column, sadly declined to the ravings of paranoiac neurotic, and became filled with empty accusations of persecution and harassment from famous industry personalities. A sad decline indeed.

But what of John now? Attendants to Rainbird's Prawn lunch were astounded to see John Minson disguised as a wheelchaired figure wearing a facial mask and heavy coat. From here there seems little hope for the once dazzlingly talented young man. Luckily, new talent is springing up all the time, such bright young sparks as Kevin Williams, Tony Takoushi and even Leslie Bunder appear daily. But take heed from John's tale, gentlemen, as yet your characters are unblemished by the spoils of success. But take heed, take heed . . .

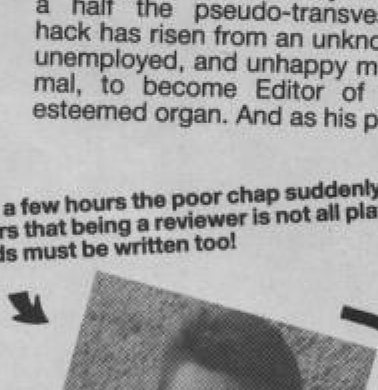


GIRLY'S GIDDY RISE TO FAME: AN ABRIDGED VERSION

The Shadow has been keenly watching the young Berkhampstead fellow's storybook rise to fame. In just over a year and a half the pseudo-transvestite hack has risen from an unknown, unemployed, and unhappy mammal, to become Editor of this esteemed organ. And as his position changed, so too did his hair style — from short, flat, and occasionally spiky, to long, flat, and occasionally spiky. Here are a few pictures from **The Shadow**'s personal collection, which show the characteristic stages of Penn's meteoric metamorphosis.



The young fella-me-lad arrives for his very first day of work . . . 'Me? a weal weviewer??'



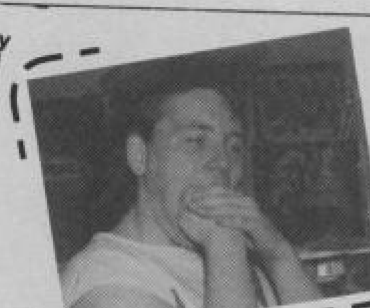
After a few hours the poor chap suddenly discovers that being a reviewer is not all play. Words must be written too!



A few months later an Assistant Ed and halfway there — but 'tis all work and no play. 'Oh, how I wish I were a carefree reviewing minion once more!'



Gary Liddon has gone . . . who shalt make thine brew?



Wheeee! Editor at last! Gary stifles a smile of satisfaction in a way only he knows how.

BANG ZOOM-SOFT

★ ★ ★ ★ ★

It seems that Zoomsoft, established importers of American software, will be handling the 64 versions of First Star's *Spy vs Spy III — The Artic Expedition* and *Boulderdash Construction Set*. **The latter allows you to design and play your very own *Boulderdash* caves, and should be available around October. There will also be a few 'extra features', although no-one at First Star or Zoomsoft would disclose exactly what.**

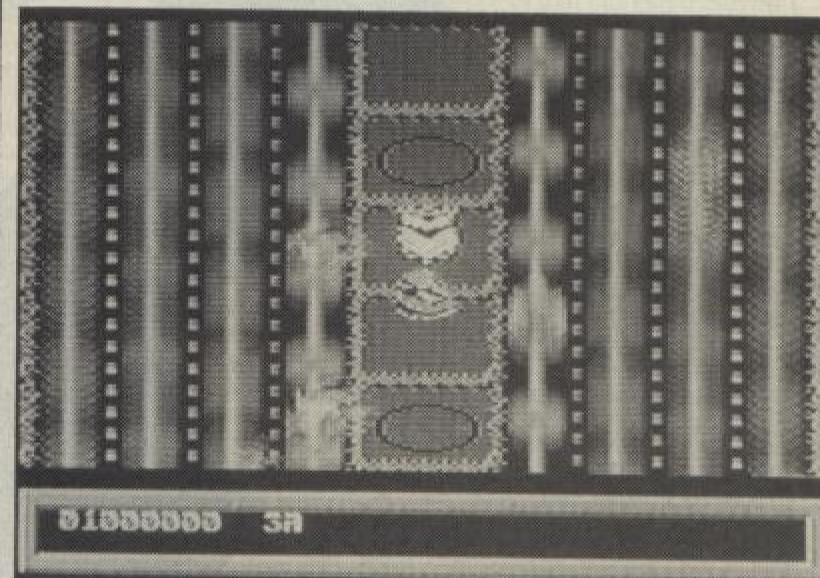
MISSION A.D.



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ZZAP! Flash



DENTON DESIGNS ARE BACK!

Beyond have just announced the imminent release of two brand new Denton Designs titles, Dante's Inferno and Infodroid.

Those of you who read classic literature will have heard of *Dante's Inferno*, a book about a pilgrim who is damned to walk through hell. Denton have adapted the book to form the basis of an arcade adventure, and in it you must travel through hell and escape. You are given seven days to do so, but there are all manner of hellish nasties who are determined to ensure you remain where you are . . .

The other game is *Infodroid*, a far cry from the classic style of the former. It's an arcade/strategy game set in a future where communications as we know it have ceased to be. The world's population has grown immensely and normal communication channels, such as telephones and datalinks, are so crowded they are impossible to use. Consequently, to get information from place to place you have to use the *Infodroid* system, a huge network of droid-roads upon which millions of messenger robots thunder.

You play one of those robots and must successfully deliver the many assignments given to you. Throughout the game you are given opportunities to customize yourself, essential in the cut-and-thrust future world of information delivery.

Mr Rignall has seen both programs and thinks that *Infodroid* is really neat and very pretty. Beyond reckon that both games will be finished for next issue. We will just have to wait and see.



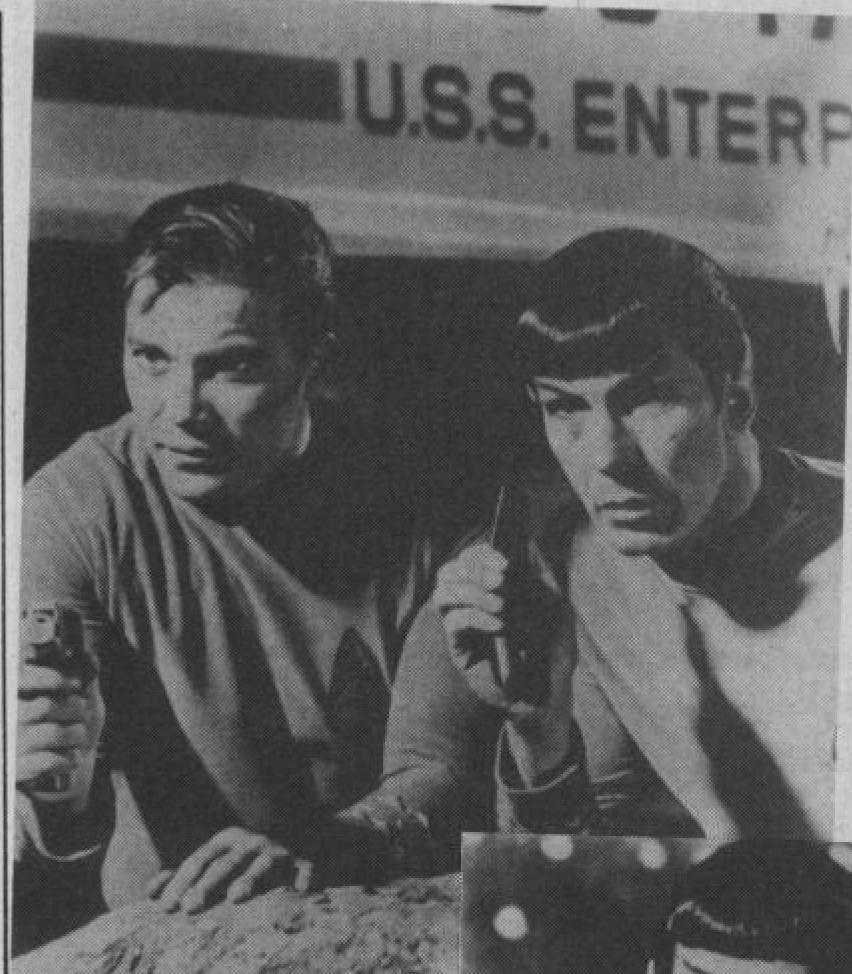
BEYOND, THE FINAL FRONTIER . . .

Star Trek games have been with us since the dawn of the computer age. PETs, ZX81s, TRS 80s . . . they all had Trekkie games. But none were officially licenced. Now Beyond have been appointed by the Paramount Film Corporation to produce the first **official** *Star Trek* game to coincide with the television series' 20th anniversary.

Mike Singleton, author of *The Lords of Midnight* and *Quake Minus One* and two of the founder members of **Denton Designs** (*Frankie*, *Transformers*, *Shadowfire*), **Kenny Everett** (!), and **Steve Cain**, are all programming the game which looks as though it will be big.

The game has a strategy bent, but isn't lacking in action as you attempt to destroy the Klingons before their master plan of taking over the universe comes into effect. There are also 256 other sub-plots played across a huge star galaxy consisting of over 1,000 stars, each with its own planetary system.

A mixture of vector 3D, bas-relief, and normal graphics and digitised pictures of the crew will be used to portray the space battles and on-planet action during the game. Beyond hope to have the game finished in September, so keep your eyes peeled.



WAR! WHAT IS IT GOOD FOR?

Martech are bringing *WAR* to your Commodore. It's being written by **Tim** and **Stoat**, two of Compunet's most endurable heroes and authors of the *Thrust Concert* and many other demos.

It's a two-way horizontal scrolling shoot em up where you have to fly over various space stations and strafe the objects on the surface in order to shut down a reactor. But there's a novel twist in the game — you're allowed to fly above AND below the ship, and on later stages it's a necessity if you are to complete a level. When you've shut down the ship you have to finish a strange sort of bonus screen, one of the trickiest parts of the game.

Bas-relief graphics are used to portray all 20 ships, and there's a thumping **Rob Hubbard** soundtrack on the title screen, a huge scrolly-by highscore table, and loads of sprites in the border just for good measure. It should be finished in the next few weeks so keep an eye out.



ROBTEK'S KING SIZE STUFF

Robtek, kings of the cartridge, are releasing their first game — or rather games — for the 64. *King Size 50 Games In One Pack* is the name of their latest release, and guess what's on it? Did you guess right? 50 games! Yes, there are some oldies and goodies on this bumper fun package: *Flight Simulator*, *Tennis*, *Space Maze*, *Frog*, *Monopoly*, *Miner 64*, *Super Maze*, *Pacman*, *Mastermind*, *Othello*, and *Et Puzzle* to name but a few.

The whole lot will be on sale for a tenner, so that makes the games . . . um . . . twenty pence each! We'll be checking them all out when we get them.



SOUND FAMILIAR?

If we say the word 'Druid', what thoughts are conjured up in your mind? Strange old rituals? Human sacrifices? Stonehenge? Or maybe, if you hail from the land of the leek and daffodil, the Eisteddfod Genedlaethol Cymru . . . Well, whatever you thought of we bet you didn't think of a one or two player (simultaneously) role playing arcade game.

Druid is the name of Firebird's latest product and they have looked to the arcades and found some inspiration in the form of a innovative four player game which slips our name at the moment. It should be finished in time for review next month so look out for more details, it sounds rather interesting.

N·E·W·S f·l·a·s·h . . .



'ELLO 'ELLO 'ELLO! WHAT'S GOIN' ON 'ERE, THEN?

Fancy a bit of robbery without the hassle of getting locked up for your crimes? If so then you might be interested in a game which is soon be released by Ariolasoft. It's called *Swag*, and, surprise, surprise, is all about chaps in stripy shirts with large bags over their shoulders.

You start the game with about 50p to your name, and have to make a living breaking through a life of crime. First, you must select a 'job', and then assign the correct lads for it. Each of the assorted ruffians available for hire has a price and a particular skill. The player must use his or her own skill and judgement to work out what sort of team is needed, and the amount of muscle required.

Next comes the planning stage. The boss works out what each of the lads will be doing every second of the raid. Obviously time must be allowed for certain tasks, like picking locks and blowing safes.

Once the boss is happy with the plan, it's off to the raid. Here, all the members of the team do what the boss tells them to, unless disturbed by the 'pigs' (right on!). The player controls the boss by joystick during this phase of the game, and tries to cope with unforseen problems — this is vital if the player couldn't afford to buy a plan of the place and is going in virtually blind.

Unfortunately, we won't have a review of this rather unusual game for at least a month. Ah well, stay tuned to radio Ludlow for more details . . .

£120 WORTH OF PCW SHOW TICKETS UP FOR GRABS

This year's Personal Computer World Show is to be held at Olympia in London and runs from the 3rd to the 7th of September (the first two days are for trade and business visitors only). Widely regarded as THE event of the year for anyone who has an inclination towards computers, the PCW show exhibitors include hundreds of companies who will be showing off their wares.

If you want a first hand preview of what will be coming out for the Spectrum over the autumn months, the PCW Show is vital visiting, and of course NEWSFIELD is taking a stand at the Show — don't forget to pay the Spiky Haired ones a visit. We'll be in the National Gallery on the first floor.

We've got 35 PCW Show ticket packs to give away, including the Official Show Guide, and they're worth £3 each. If you fancy free admission to the Show of the Year, jot the answer to this simple question on the back of a postcard or envelope and send it off to PCW TICKETS, ZZAP! TOWERS, PO Box 10, LUDLOW, SHROPSHIRE, SY8 1DB. We'll be making the draw on August 25th to make sure the winners get their tickets on time, so get a move on.

There have been quite a few PCW Shows — one a year for some time. This year's PCW Show is the . . . . th annual PCW Show. Go on then, get your answer in.

MIKRO-GEN NEWIES ON THEIR WAY

Equinox, an AMTIX! Accoladed product (that doesn't sound right), is at this very moment being converted to the 64.

The game is a flick screen arcade adventure which puts you in an hollowed-out asteroid called Sury-Ani 7. Problems are afoot because the whole place has become irradiated, and it's up to you, a mere disposal droid, to clear the area and make it safe for man to return.

The Amstrad version was very pretty indeed and Mikro-Gen management man, Mike Meek, said that the programmers have tried hard to make the 64 version as graphically similar as possible. It's very nearly finished and there should be a review next month. Hooray!

Also on the way from the Bristol-based software house is *Frostbite*. 'It stars an instantly likeable character who you have to see to appreciate,' said Mike. 'It's an arcade adventure where you start off life in a frozen planet and have to find your way out. You have to defend certain parts of the planet and there are ice monsters which try to kill you. Although I say so myself, it's graphically stunning and I'm really pleased with it.' Coo. We wait with bated breath.

THALAMUS FIRST

A brand new software house called Thalamus has just announced the title of their first product — a shoot em up called *Sanxion*, which is being programmed by a Finnish unknown called **Stavros Fasoulas** (pronounce that one, matey).

The game is a one-way right to left horizontal scrolling affair which uses two screens to portray the action, a main screen shows an elevated view of the craft and a smaller 'scanner/early warning' screen shows the view from above the craft.

Sanxion has a clear objective — just travel as far as you can and dispose of as many aliens as possible, but doing so is much easier said than done. All manner of aliens are out to destroy your craft

NOTHING TO DO WITH FELINES

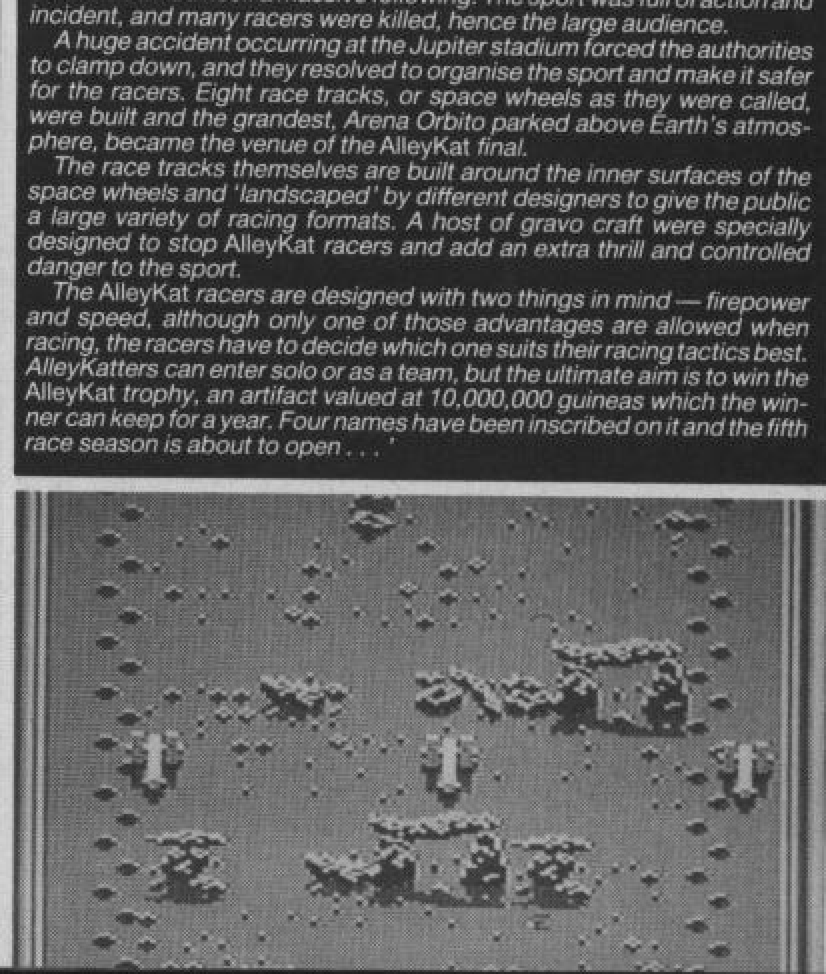
Andrew Braybrook, author of the three classic programs, *Gribbly's Day Out*, *Paradroid* and *Uridium* is soon to finish his latest game, *AlleyKat*. It's nothing to do with the wild felines that prowl our inner cities, and is in fact a vertically scrolling shoot em up cum race game. Here is an abridged version of Andrew's scenario:

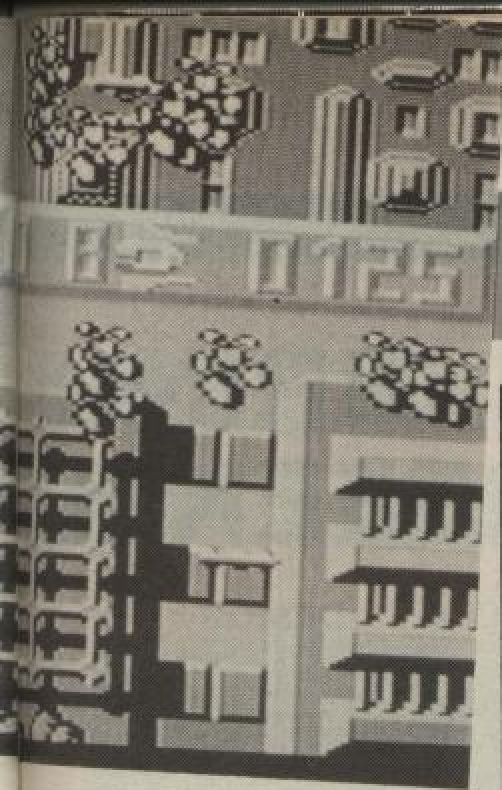
'Interstellar sports have been in a state of disorganisation for many years, but the advent of a new sport, inner planet racing set up by the pirate TV stations earned itself a massive following. The sport was full of action and incident, and many racers were killed, hence the large audience.

A huge accident occurring at the Jupiter stadium forced the authorities to clamp down, and they resolved to organise the sport and make it safer for the racers. Eight race tracks, or space wheels as they were called, were built and the grandest, Arena Orbito parked above Earth's atmosphere, became the venue of the AlleyKat final.

The race tracks themselves are built around the inner surfaces of the space wheels and 'landscaped' by different designers to give the public a large variety of racing formats. A host of gravo craft were specially designed to stop AlleyKat racers and add an extra thrill and controlled danger to the sport.

The AlleyKat racers are designed with two things in mind — firepower and speed, although only one of those advantages are allowed when racing, the racers have to decide which one suits their racing tactics best. AlleyKatters can enter solo or as a team, but the ultimate aim is to win the AlleyKat trophy, an artifact valued at 10,000,000 guineas which the winner can keep for a year. Four names have been inscribed on it and the fifth race season is about to open . . .'





and these include fatty motherships, bouncing squares, and spinning rotunds amongst a wealth of others.

And there's more! When you complete a level you're given the chance to boost your score via a bonus screen. Here you are invincible and have to either shoot, pick up or crash as many targets as possible.

The graphics are simply stunning and the sprites are some of the best we've seen . . . The bad news is that you'll have to wait until the PCW show before you can see it!

IN PURSUIT OF TRIVIAL BITS

Although there are a number of trivial computer based games, nobody has actually released a proper version of the board game. Until now, that is . . . Domark have jumped onto the trivial pursuits bandwagon and are set to do just that.

The game has a proper trivial pursuits board and plays in the same way as the board game. But there are also extra features. Wow-ee! Rather than having dice there's a funny blobby sort of character called TP who throws a dart at a numbered board and then asks a question on the subject pertaining to that number. The questions aren't always the usual 'What colour knicks was Napoleon wearing when he met his Waterloo?' type of thing, but there are some visual and aural questions too!

The game should be released around October time so if you're a trivia buff or just fancy a change from blasting aliens then look out for it.

ARIOLASOFT DEACTIVATORS

A group of assorted Newsfield hacks recently visited the plush offices of Ariolasoft and brought back some info on their latest game, *Deactivators*. It's a three dimensional game in which the player has to dash around several screens doing a spot of bomb disposal.

The action takes place in a two dimensional grid of rooms. Some of the rooms are connected by doors and some by lifts. Around the grid are scattered a number of bombs which have to be disposed of by throwing them through a window (ah! bomb disposal). The windows, naturally enough, are situated on the outer vertical sides of the grid, so the bombs have to be transported there first.

Unfortunately, not all the rooms are connected so, initially, three bomb disposal droids are supplied to do the job. The bomb has to be passed from one droid to another by lobbing it through some of the internal 'windows', a somewhat tricky pastime. Well, that's the basis of the game.

Each room has a different level of gravity due to some quirk in Einstein's special theory of games designing. This all makes chucking bombs around a little tricky, as the angle required changes with the level of gravity.

Yet another dimension of the game is the central computer, which has been sabotaged. Sundry circuit boards have been scattered around the place and these have to be replaced in the computer in order to open up various bits of the maze and activate transporters and the like.

Deactivators looks promising, and hopefully we will have a full review next month.



P-K-CH-LICK! BRING! BRING!
SKRZZZEEEKZZ! SKREEEKZ! S

Connecting . . . ENTER USER ID: ZZAP!64 PASSWORD: **** GOTO . . . DEMOS**

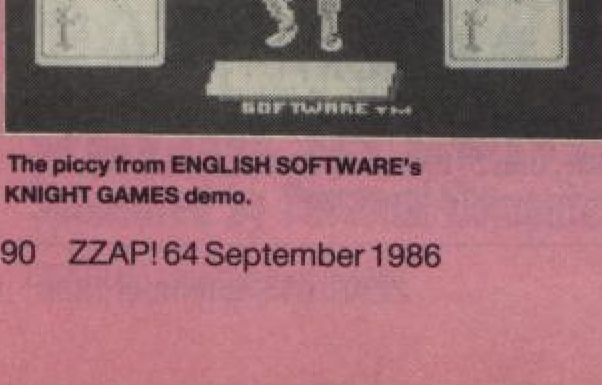


A couple of text-frames from RICHARD HARE (one third of MACH81).

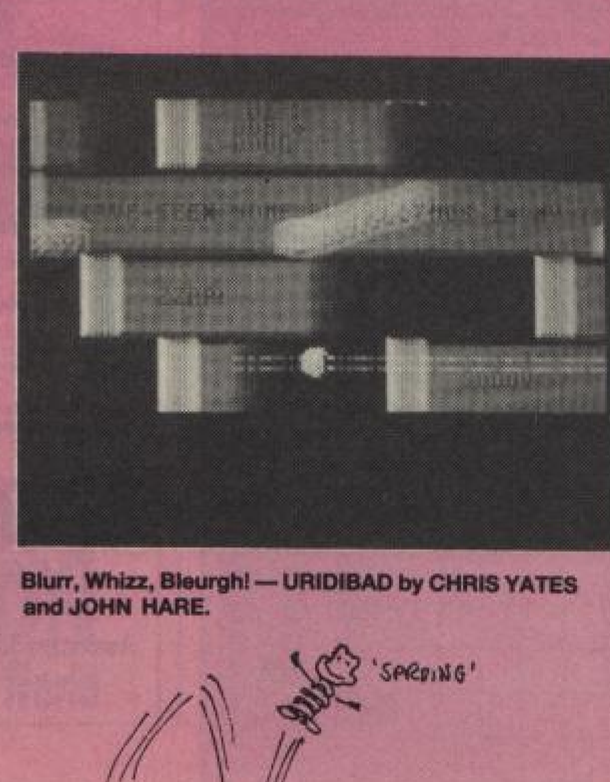




The LOST ARK DEMO — hackin' by PED, piccy by CAS.



The piccy from ENGLISH SOFTWARE's KNIGHT GAMES demo.



Blurr, Whizz, Bleurgh! — URIDIBAD by CHRIS YATES and JOHN HARE.

There have been lots of neat demos uploaded recently, especially in the new (ish) DEMOS section. I quite like PED and CAS' LOST ARK DEMO — a hack of the music from RINO's ARK PANDORA set off by a piccy of Indiana Jones. Oh, and LIZARD and STEVE's BUMP, SET, SPIKE demo — a hack of the music from the game with a piccy of a face that blinks — is also rather nice. For these, and many more, GOTO DEMOS.

TONY CROWTHER, in conjunction with COMPUNET, has uploaded a version of his TRAP! demo in the SCORCHER DEMOS section. It has been adapted to serve as an advert for CNET, which it does very well, and features a full 10 minute 'symphony' by BEN DAGLISH accompanied by a cute demo and some film-like credits detailing the advantages of CNET. Impressive stuff, and certainly worth the 25K download wait.

Also to be found in the SCORCHER DEMOS section is a KNIGHT GAMES demo, uploaded by recent addition to the 'net, ENGLISH SOFTWARE. It's a very simple affair, consisting of a piccy and the title screen music from the game, but worth a BUY all the same.

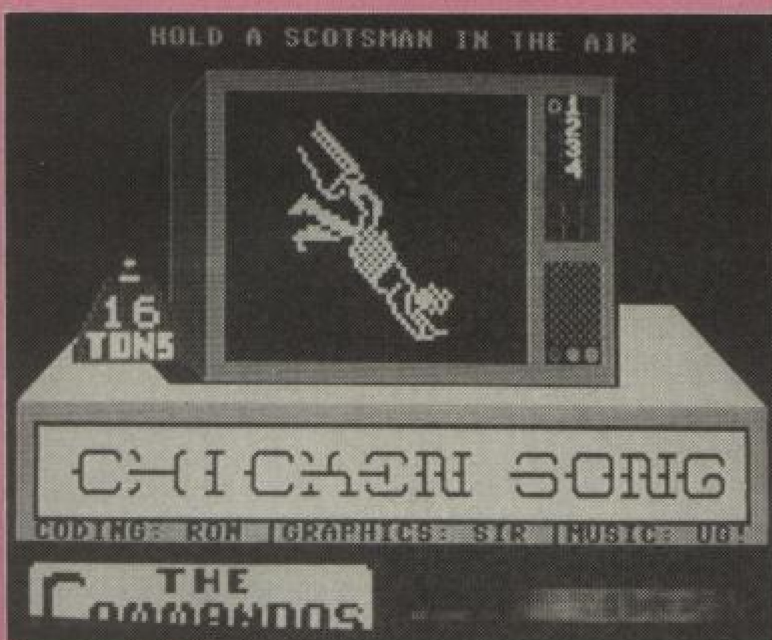
Aural philanderer, BAZZA LEITCH, has certainly been making a bit of a name for himself recently. If he's not consistently telephoning various 64 musicians and programmers to tell them how good his music is, he's flogging ripped-off music to Firebird and having the urine extracted on CNET by various demos in the CHICKEN SONG directory.

This DIR first appeared a month or so back, and has proved a popular attraction. It was the brainchild of three musicians, a programmer and two journalists — all under the effluence . . . affluence . . . influence of noxious beverages. There they were discussing the ever persistent Mr Leitch, when one of them (no-one can remember who) came up with the idea of the Chicken Song Directory.

It can be found in the MUSIC HALL section (GOTO 1601), and contains a variety of variations of Spitting Image's the Chicken Song. At the time of writing there are demos from We MUSIC, ROB HUBBARD (in conjunction with STOAT and TIM), THE MIGHTY BOGG, DAVID WHITTAKER (in conjunction with TONY CROWTHER), and THE COM-



BEEEEEEP! BEEEEEEP! SKRAAAAEEEEKZZZ . . .



THE COMMANDOS



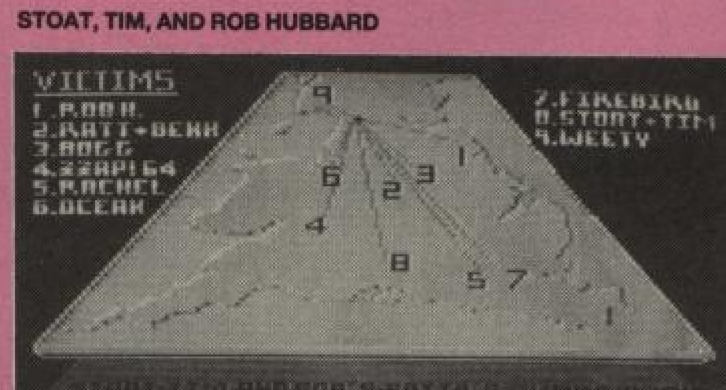
DAVID WHITTAKER AND TONY CROWTHER
(it's supposed to be upside-down)

"LOOKS FAMILIAR ..."



WE MUSIC (Ratt and Ben)

STOAT, TIM, AND ROB HUBBARD



MANDOS. Also present is Bazza's 'original' version which sparked off the whole thing. Funniest of all the demos must be Bogg's SICKEN CHONG. It's a version of the Chicken Song sung by a chicken — well, a digitised impression of one.

Bazza's not a bad lad really (I mean, hanging around with the sort of person who copies Rob Hubbard's source files behind his back is no reason to condemn him), and he's taken the whole thing as it was intended — a bit of lighthearted fun. OK, so it's at someone else's expense, but then humour usually is . . .

SILENTMAN has now come out of hiding and is back as THE MIGHTY BOGG (aka GRAHAM MARSH — GM3) with a new demo — RUSSIANS. It's a rendition of the song of the same name from Sting's DREAM OF BLUE TURTLES album, and features a five line scrolling message in which Mr Marsh condemns the Musician's Ball interview for being 'completely worthless', and mentions that he will be uploading some p' takes of his own music in the very near future. GOTO BOGG for RUSSIANS and other Bogg demos — oh, and while you're at it take a look at the We MUSIC (GOTO WE) and DEMON demos in the MUSIC HALL.

Well then, all that remains to be said before I go is the hellos (no scrolling, but the characters are in the border). So, in traditional CNET style, hello to:

THE CHICKY PICCIES



THE MIGHTY BOGG
(Graham Marsh)

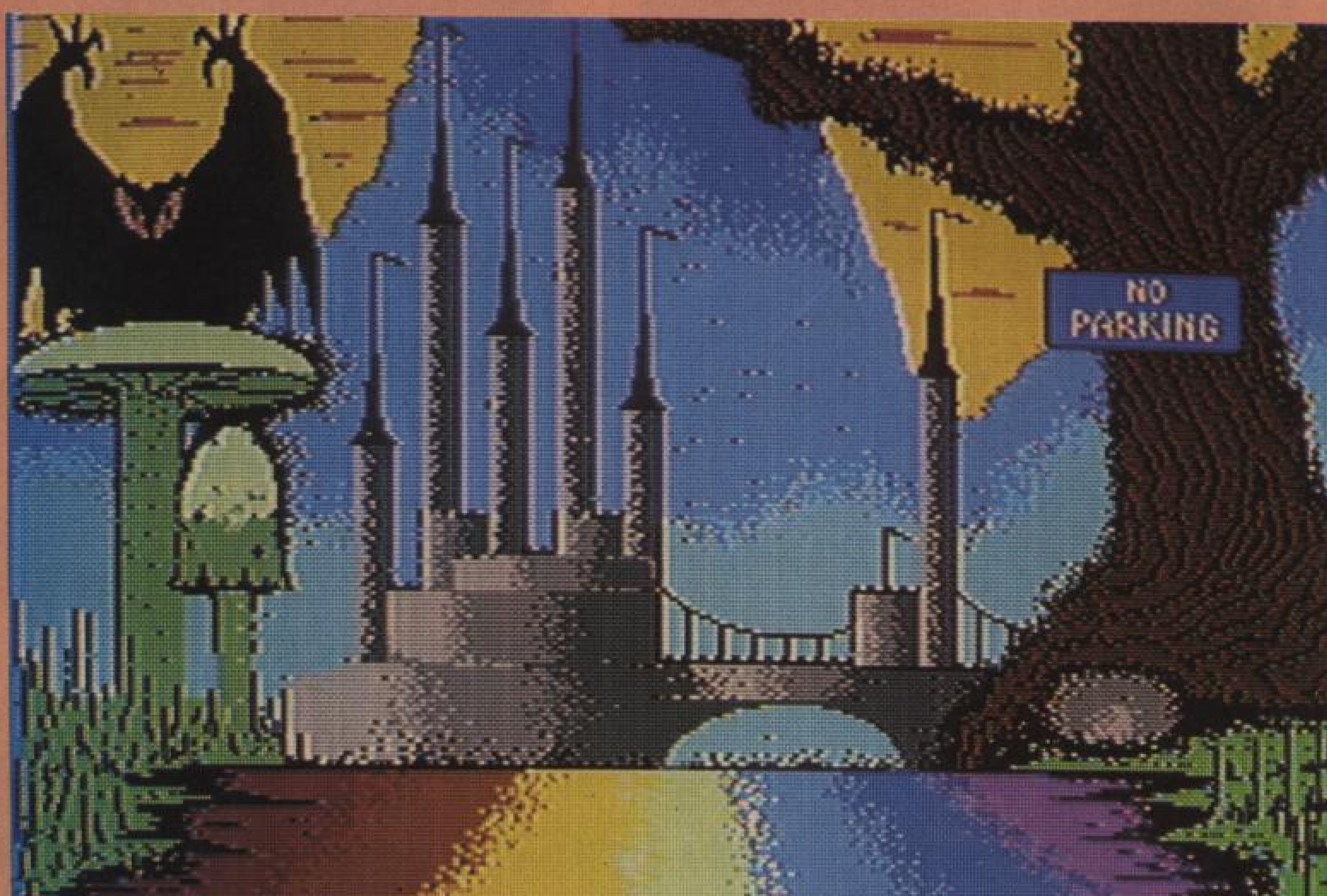
Blimbo Bob (RS4), Dandy Doug and Rich (MACH81), Davey-babes-doll-i-poos (TS1), Yak (LLAMA), Ben and Ratt (ARC86), Christopher and John the Sensible chaps (CY1), Jovial Jane Firbank (-EDITOR-), Eraserhead and The Blob (THALAMUS), Stoat (DARRIN) and Timothy (TIM), Psy-mon (SH5), Matthew (MIS2), Demon (PAG1), Mr Bogg (GM3), Bobby Hubbard (RH6), Lizard (LIZARD), the Oh-so-wacky-and-zany Alex (mumble) Winton (AW89 or MANIAC), and all other CNETters who know or hate me . . . Oh, and special hello (and a stroke) to Corky Jack the Cat (MACH81)

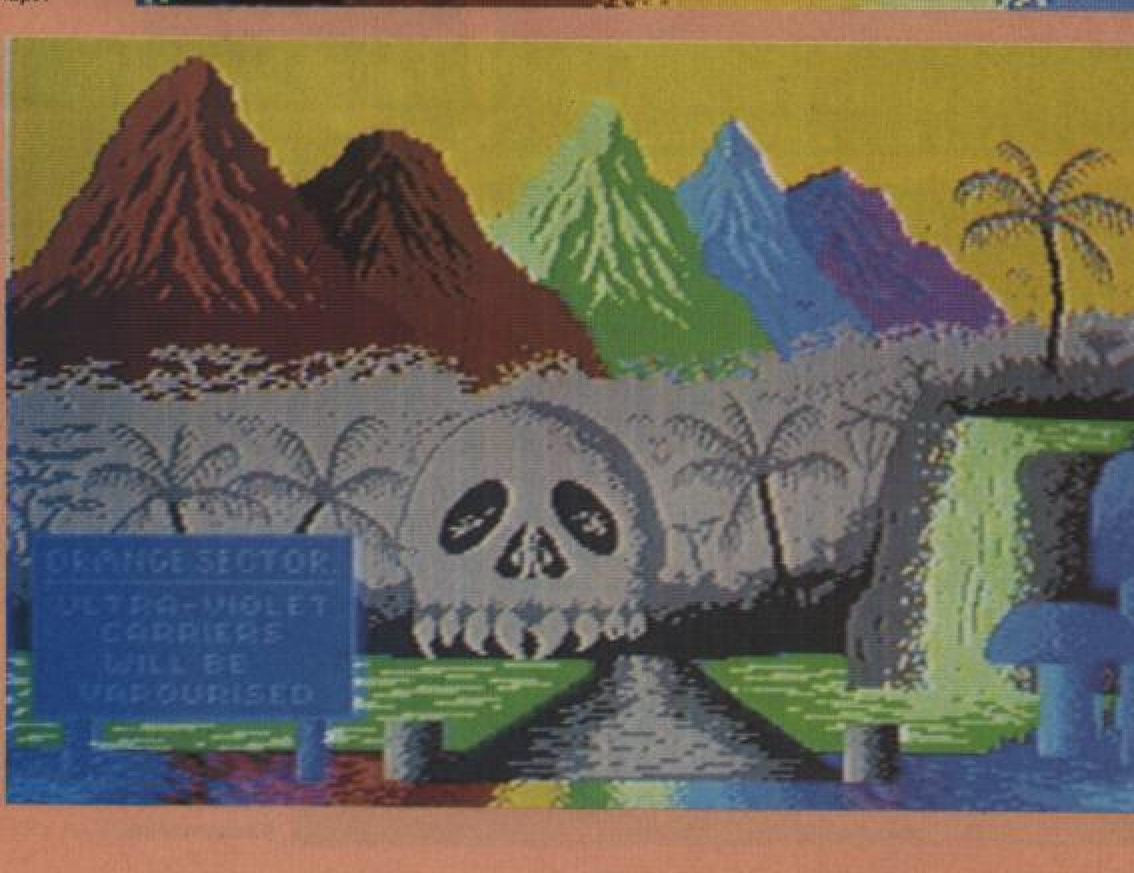
THE ART GALLERY

The highbrow, mainstream art cognoscenti used to frown upon what were termed 'primitive' artists, using terms such as 'charming' and 'colourful' to describe their untrained daubings. The lionisation of painters like Chagall and our own Lowry (with his famous stick figures) made critics realise that there was a 'school' of innocents whose work was worthy of respect even though it emulated the primitives, and they coined the phrase *faux naiif* to cope with them. Since those days, naiive paintings have fetched good prices in auction, and painting in a primitive manner is considered favourably today.

This month's selection of four pictures draws heavily on such primitive influences, and a brightly coloured collection they make.

NO PARKING *by Rob Jackson*
Two works here by Jackson, both having very similar modes of attack. Heightened, almost surreal, colour is used to create an uncomfortable atmosphere, oppressive, brooding, possibly dangerous. We're reminded instantly of Dorothy's epic trek down the Yellow Brick Road as she approaches Oz, aprehensively. A clash of cultural symbols adds tension to the composition — the traditional, 'pretty' fairytale landscape with its towering castle is jarred by the No Parking sign stuck to the tree. This intruder from another country and time sparks an atavistic fear of the misplaced — an echo of Salvador Dali perhaps?





ORANGE SECTOR *by Rob Jackson*
Jackson's second offering goes for a similar use of bright but ascerbic colour. The awkward perspectives are designed to throw the viewer's perceptions awry, and like the other cacophonic elements in this composition, everything is nauseous. A delightful touch is the very simple, rather child-like skull, normally the object of primitive fear, yet in *Orange Sector* it is overshadowed by the cryptic, neo-SF signpost warning of vapourisation for ultr-violet carriers. It's interesting to think of these two pictures as reverse images of each other, the viewer an unwilling participant in a dream where nothing is comfortable, that moment where the dreamer senses nightmare inexorably approaching . . .



HE IS THE LAW ***by Cas86***

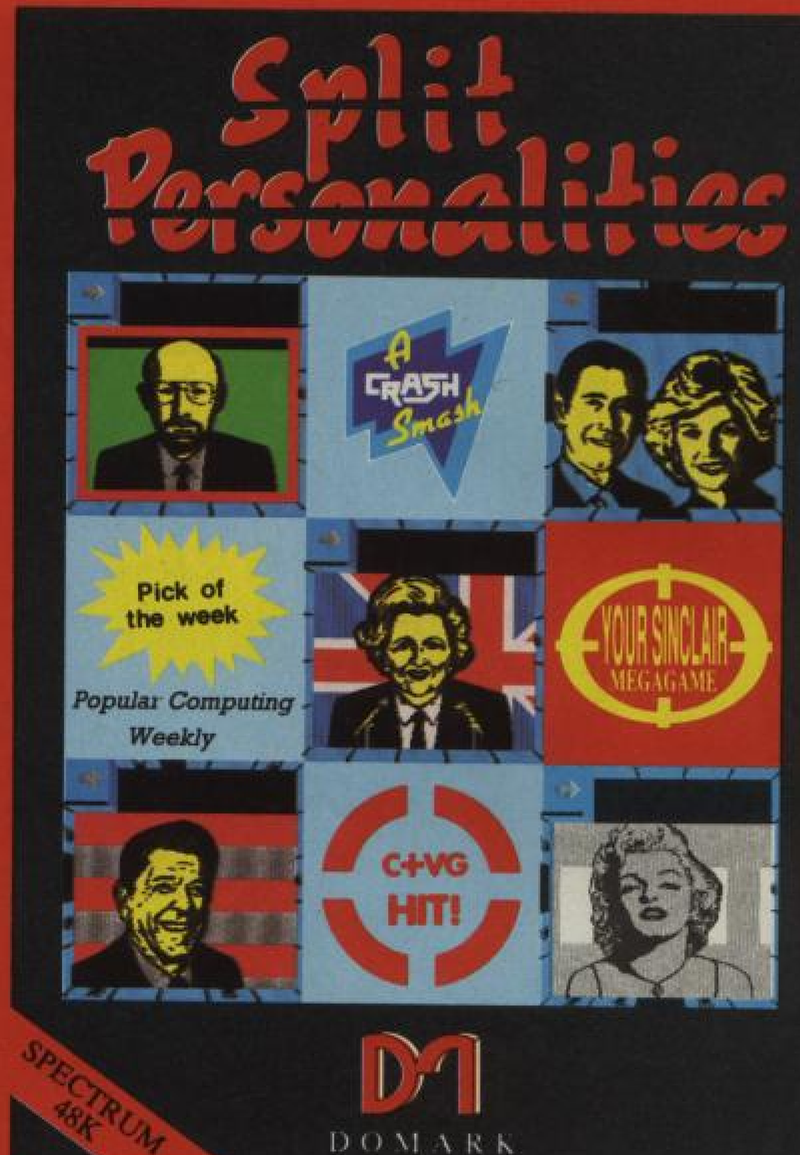
Cas gave us the powerful comic strip image of Judge Dredd in an earlier Gallery, and here is the bringer of law in another characteristic pose. Comic strip art has, in a sense, always been a 'primitive' form, eschewing normal perspectives and realism for the exaggerated distortions of the cinema lens. The relaxed pose of Dredd cleverly underlines the dangerous violence of the man — he may appear to be in repose, but he certainly isn't slumped. If anyone mistook this lawman as anything other than socially malignant, the viewing angle disillusions us — of Dredd, what we see the most is his huge green jackboots.



MAC **by IG**

I am not familiar with IG, but many of you will undoubtedly know the name of IG's sitter, none other than Mac81. This picture falls easily into the 'primitive' manner with its cartoon quality of presentation. The exaggerated posture of Mac (almost high camp in fact) echoes the Mannerists of the 16th century Venetian and Roman schools who pushed the limits of representing the human form to the point where necks were giraffe-like for the sake of elegance. Here, the strangely effeminate stance is purposely meant to contrast with the aggressive, baseball attack. Oddly, IG's knight in shining armour feels uncannily like the owner of Jackson's spiky towered castle in *No Parking* — not, I suspect, a man to sweep a damsel off her dainty feet without handing her back badly damaged.

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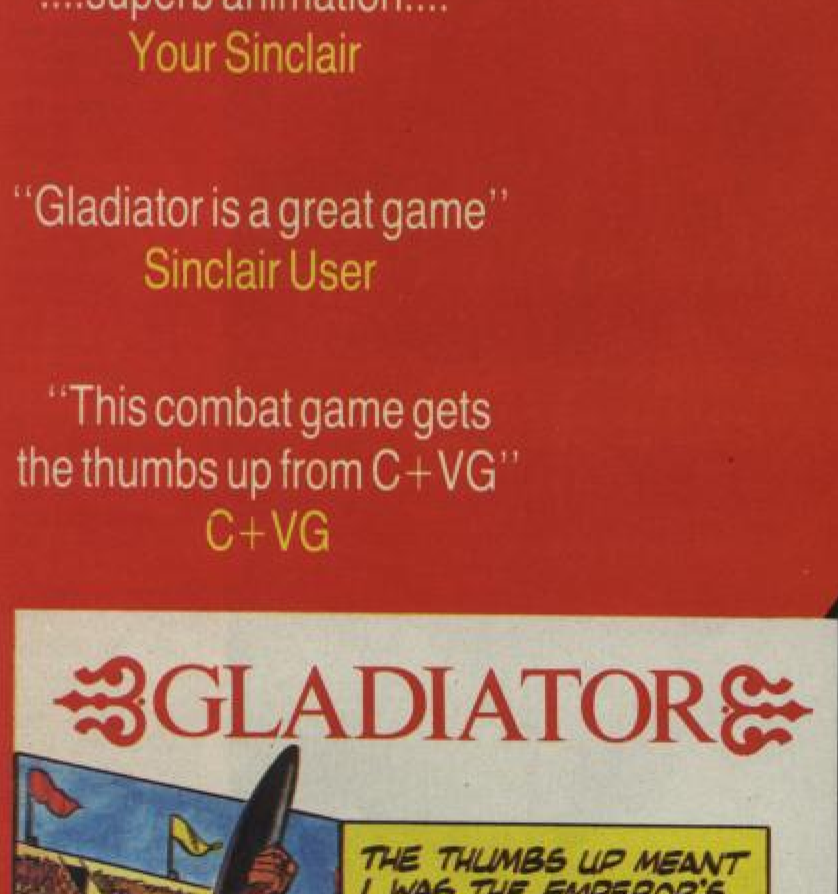
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"....Go and buy it...."



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MARTECH'S ITCHY MOTHER

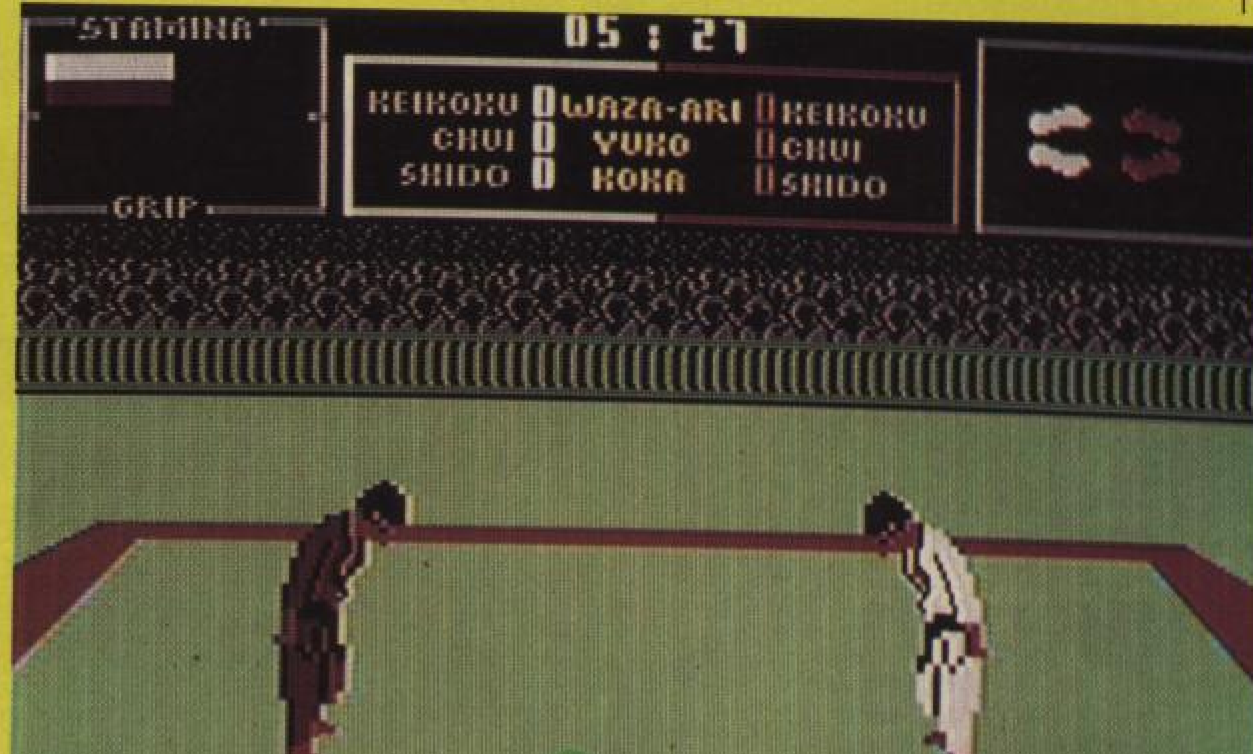
According to Brian Jacks, British Judo Champion and Superstar extraordinaire, *Uchi Mata* (Itchy Mother, Uchi Mata — it all sounds the same to me) is one of the most satisfying moves in Judo. It is also the title of Martech's new sports simulation, which is being written by ex-Task Set programmers, Andy Walker and Paul Hodgson.

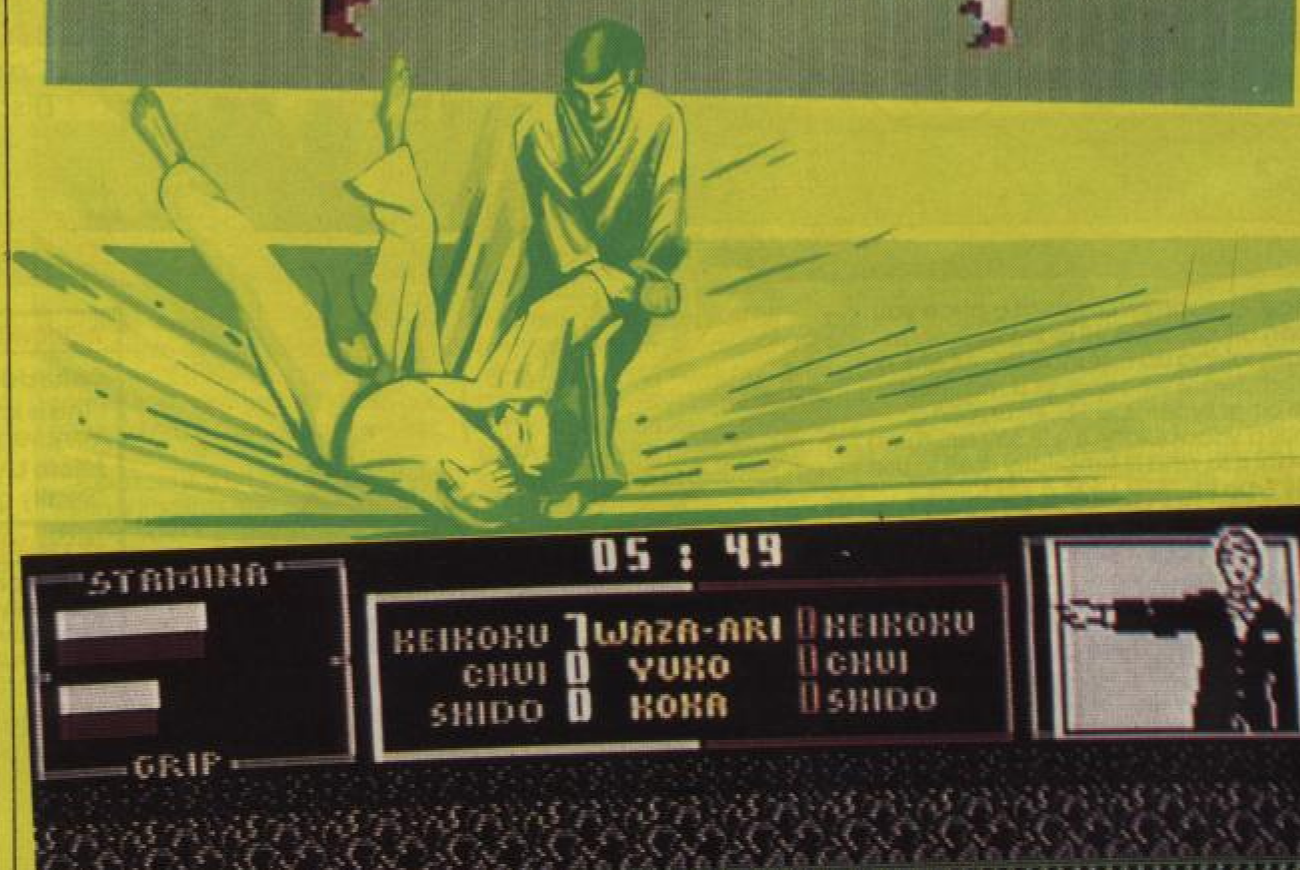
This dynamic duo spent a long time filming Mr Jacks in training, and learning about the sport of Judo to ensure that the graphics, rules and scoring were as close to the real thing as possible — within the constraints of the 64. Some Judo moves aren't included in the game — such as those which involve holding a player down on the floor for 30 seconds — since Andy and Paul felt that it wasn't really 'game stuff'.

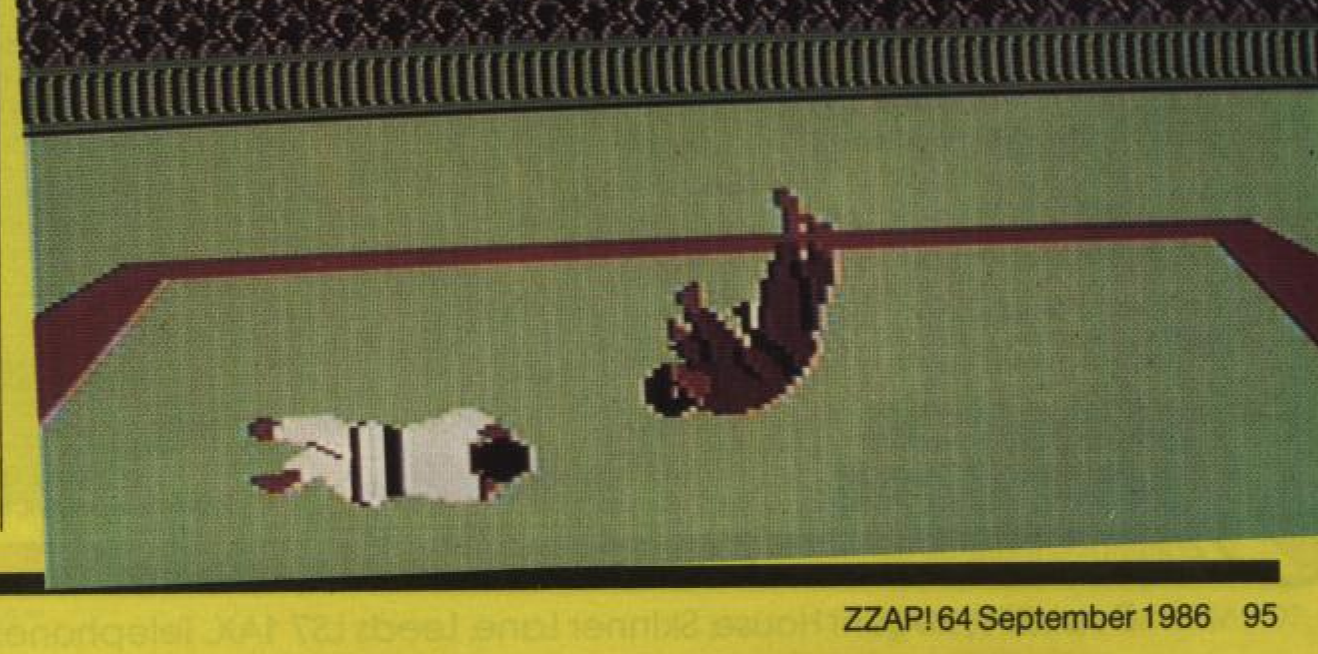
Andy and Paul decided they wanted to encourage the player to learn about Judo as the joystick was waggled, picking up the moves and getting into the sport as well as the on screen action. Some of the moves may seem very complex initially, but there are several straightforward throws available which help the player to get into the game. Andy feels that as players improve they will begin to use, and appreciate, the more complex moves available. Sixteen physical movements are accessible from the joystick, but since each can start in one of two ways and end in any one of five, there are effectively 160 possible permutations once you get onto the mat!

Although *Uchi Mata* is intended to be a simulation, it will no doubt be regarded as yet another in the current trend of beat em up games. It's much more than a straightforward scrapping game, however: once you start to play it becomes clear that strategy is required as well as quick thinking and fast reactions. In real life, the positioning of a fighter's feet is important and as the game progresses, certain moves can only be executed on screen if the player positions his man correctly. Also, getting a good grip on your opponent is essential — the better the grip, the more chance you have of performing a good move. The grip constitutes a good 60% of Judo, so Andy and Paul decided that this would have to form an integral part of the game. While the combatants grab hold of each other automatically when they get close enough, as you get better at playing *Uchi Mata*, you can take control of the grip and affect the timing and strength of a hold.

Uchi Mata should be completed in time for the PCW show — Martech plan to have live Judo demonstrations on their stand, so pop round and say hello. Take your Black Belt along . . . if you've got one!







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ZZAPSTICK!

Joystick Reviews

So you want to buy a joystick and can't decide which stick to pick? Well despair no longer, for the ZZAP! crew have been waggling and jiggling their way into the night with the latest joysticks to bring you this . . . the fourth batch of ZZAP! joystick reviews!

Each joystick is put through a series of gruelling tests, and is rated with a special marks scheme which accurately reflects the results of the tests and our opinions in general.

Do the suckers suck? Does the shaft bend with over-use? Does the stick feel good? And perform well? We answer all these questions, and more, in our search for ultimate joystick fulfillment.

All joysticks are tested on several different games, such as *Monty on the Run*, *Dropzone*, *Decathlon*, *International Karate*, and *Encounter*. These games were chosen because we think that they bring out the the necessary requirements of a joystick. For example, *Monty on the Run* is used to see how responsive/sensitive a joystick is for such things as pixel perfect jumps. *Dropzone* and *Encounter* require all round quick responses, while *International Karate* demands precision and easily obtainable diagonal movements.

***Decathlon*, on the other hand, is a renowned joystick destroyer, and thus requires a tough, durable joystick to meet demands. If a joystick is still in one piece after such a hefty pounding, then it is taken through the other games again to see how well it has 'worn in'. We also consider how comfortable and practical a joystick is to use. It's all very well having a responsive, durable joystick, but if it's awkward to use . . . Well, there you have it. If a joystick can stand this much punishment from a ZZAP! reviewer, then it's sure to serve you well.**

THE JOYBALL

Supplier: Euromax Electronics Ltd, Pinfold Lane, Bridlington, North Humberside, YO16 5XR. Tel (0262) 601006/602541
Price: £29.95

The *Joyball* was initially regarded with much cynicism by all of the team ('what is **that**?!', Gary Liddon (God rest his soul) guffawed on many an occasion). Not one of us thought that it would prove responsive, reliable or durable in any way, and during the course of our extensive test sessions it affectionately became known as the *Chernoball*, due to its, ah, unusual shape. However, it must be said that after consistently using the *Joyball*, our opinions have changed somewhat . . .

It performs a bit like a cross between a joystick and a mouse, that is, you hold it like a mouse, but it responds like a joystick. There are four fire buttons on the base, but only two of them function. The left hand button provides rapid fire at one of two selectable speeds — either fast (15 shots per second) or slow (7.5 shots per second). The other is a single shot fire button.

The length of travel is short, and as a result the *Joyball* is sensitive. This proves perfect for precise movements, and it worked well with *Monty on the Run*, *Encounter* and *Dropzone*. Using the *Joyball* with *International Karate* was awkward, though, since diagonals are not that easy to obtain.

When used with *Decathlon*, the *Joyball* showed no signs of wear and tear, and also performed superbly, although being right handed is a bit of a disadvantage, since the *Joyball* is built for left handed persons. Still, you can always turn it round for a quick waggle.

It takes time to get to grips with this most unusual method of control, but it's worth the effort. The *Joyball* is a delight to use; it's comfortable, responsive, tough, and adheres to the table well. It is rather expensive, but if you have the cash to spare then consider the *Cher* — the *Joyball* a worthwhile investment.



Responsiveness: Stick 97%
Sensitive without being overly 'touchy'.
Responsiveness: Button 95%
Both buttons perform well, and the rapid fire is great.
Ergonomics 90%
A mite cumbersome to hold in the hand, but very effective on a table top
Durability 91%
Certainly seems sturdy enough.
Value For Money 78%
Unfortunately, costly. Although if you've got the money to spare, then it's worthy of consideration.
Overall 93%
An unusual, but competent joystick 'variant'.



ZZAPSTICK!

THE WIZ CARD

Suppliers: Euromax Electronics Ltd
Price: £8.95



Yes, the *Wiz Card* does look very similar to the *Joy Card*, reviewed way back in issue 8. They may look alike, but there are in fact a couple of significant differences between the two . . . The *Joy Card* is best suited to persons of a left handed bent, whereas the *Wiz Card* is for those of a more ambidextrous nature, since it is held upright, as opposed to lengthways. This also makes the *Wiz Card* slightly easier to use than the *Joy Card*.

Also, unlike the *Joy Card*, both of the *Wiz Card*'s fire buttons are operational, which means that they can be used to good effect for, say, the Javelin event in *Summer Games II* (if you don't possess an (ugh) auto-fire, then pounding away on two responsive fire buttons is easier than beating only one to death). However, the 'stick' itself isn't so easy to use. It works well with most platform games, but it's not so hot with games which require hard, fast, precise movements, such as *Dropzone*, *Encounter*, and *International Karate* (diagonals are a pain to obtain). It's not too bad with *Decathlon*, though, but you do have to adopt a somewhat unorthodox waggling technique for maximum performance.

Overall, the *Wiz Card* is a very good, alternative 'controller', and although it's by no means exceptional, it's tough and at the price it shouldn't be overlooked.

Responsiveness: Stick 97%
Short length of travel and very responsive.
Responsiveness: Button 95%
Smooth, sensitive, and 'reactive'.
Ergonomics 78%
Easy enough to hold, but a bit more awkward to use.
Durability 97%
Went to Hell and back, intact.
Value For Money 83%
One of the cheaper and better joysticks available.
Overall 82%
A very good, if unusual, controller, which is limited in its use.

EUROMAX PRO ACE

Supplier: Euromax Electronics Ltd
Price: £11.95



Euromax have taken the *Pro Ace* and made a few minor alterations to come up with . . . the new *Pro Ace*. The handle is now shorter and there is no top fire button, but the internal workings remain, as far as we can tell, the same — ie leaf switches all round.

However, the *Pro Ace* doesn't perform too well. The stick is slow to respond to movement, and has a long length of travel which makes using it a bit like stirring thick syrup with a plastic spoon. The fire button is fairly responsive, although it feels as if it is also suspended in treacle, which makes it too sluggish for effective rapid fire. It wasn't much fun using the *Pro Ace* with any of the games, mainly due to its length of travel and sluggish response.

This joystick is the weakest link in an otherwise very strong chain of quality Euromax product. An unfortunate fact, but true.

Responsiveness: Stick 45%
Takes too long to react to movements.
Responsiveness: Button 71%
Reactive, although rather 'soggy'.
Ergonomics 85%
Comfortable to hold, and effective as it can be on a table top.
Durability 71%
Its performance wasn't impared greatly with extensive use, but then it didn't perform that well initially.
Value For Money 47%
Expensive when compared to the likes of the *Comp Pro* which is considerably better and only costs an extra fiver.
Overall 52%
Comfortable, durable, but not very playable.

Joystick Reviews

EUROMAX MICRO ACE

Supplier: Euromax Electronics Ltd
Price: £15.95



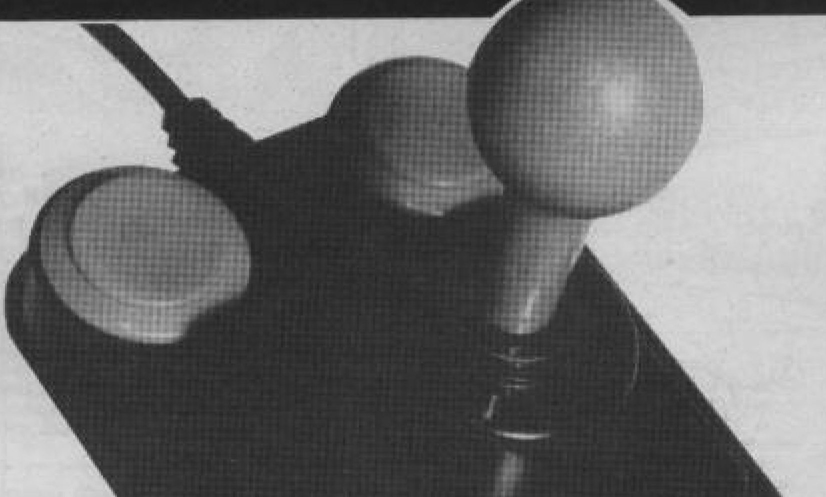
There are only two differences between this joystick and the *Pro Ace* — the *Micro Ace* has a red handle and micro switches. Obviously the colour of the handle isn't too important, but the micro switches are. Very, since they make the *Micro Ace* what it is — a good joystick. It's not quite in the same class as the *Micro Pro*, but it's a great deal better than the leaf switch orientated *Pro Ace* (although the *Micro Ace* does have exactly the same fire button).

The stick is responsive, and all movements are met with a positive micro switch click. It doesn't 'feel' quite as good as the Euromax *Arcade* — which is the same price — but it's just as tough and reliable.

Responsiveness: Stick 90%
Quick to react, but not as responsive as the Euromax *Arcade* or *Comp/Micro Pro*.
Responsiveness: Button 71%
Again, quite reactive but a bit on the 'soggy' side.
Ergonomics 88%
Comfy, but not suited to long waggling sessions.
Durability 95%
Survived all manner of abuse.
Value For Money 88%
The same price as the *Arcade* but not quite in the same class.
Overall 90%
Quite simply a very good joystick.

EUROMAX MICRO PRO

Suppliers: Euromax Electronics Ltd
Price: £16.95



At first glance you might mistake this stick for the Euromax *Competition Pro* (reviewed in issue 6) — an understandable error in judgement, since the two are identical in looks. And price. However, the Comp Pro *(as us hardened gamesters like to call it) has leaf switch fire buttons. The Micro Pro* has micro switches all round, which are generally regarded as more responsive and resilient. When taken through its paces, though, the *Micro Pro* proved just as responsive and durable as the *Comp Pro*, not more so. This should be considered as recommendation in itself.

The stick is initially very stiff and precise movements are awkward, but a few waggles soon wear it in very nicely. Rapid fire is easily obtained, and both buttons (and the stick itself for that matter) take a lot of punishment. As is the case with the *Comp Pro*, the *Micro Pro* isn't very easy to hold unless you have large hands like Mr Penn. It does, however, perform extremely well on a table top (presuming you possess a table). The *Micro Pro* may seem expensive, but it's worth it. A quality joystick which won't let you down when the going gets tough. If it does, then you're an animal who ought to be locked up.

Responsiveness: Stick 98%
Initially stiff, but with a little use it soon wears in and responds beautifully.
Responsiveness: Button 99%
Also a bit stiff to start with, but once worn in both buttons prove springy, responsive and excellent for rapid fire.
Ergonomics 82%
Performs well on a suitable surface, but unless you have hands like a gorilla then it's cumbersome to hold.
Durability 97%
Robust and reliable.
Value For Money 93%
You can't buy a better joystick for less.
Overall 97%
A classic joystick.

If you're a Manufacturer or Distributer of joysticks, trackballs, mice, etc, and reckon that your wares can stand the ZZAP! test, then hesitate not for a second longer. Send your 'stick, 'balls, meeses, etc to: ZZAPSTICK!, 1-2 King Street, Ludlow, Shropshire, SY8 1AQ

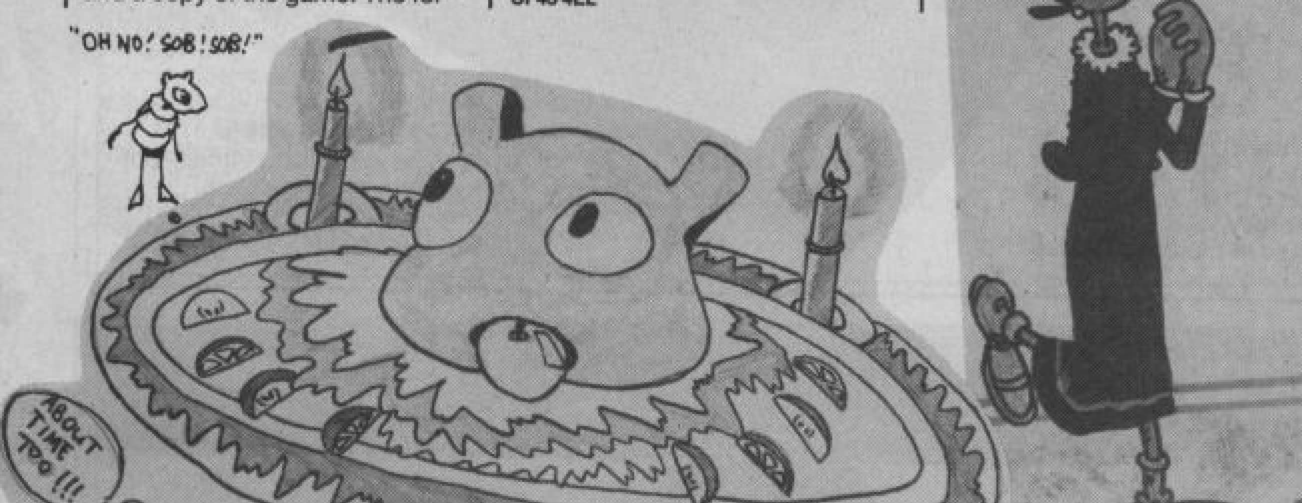
WINNERS WINNERS WINNERS WINNERS

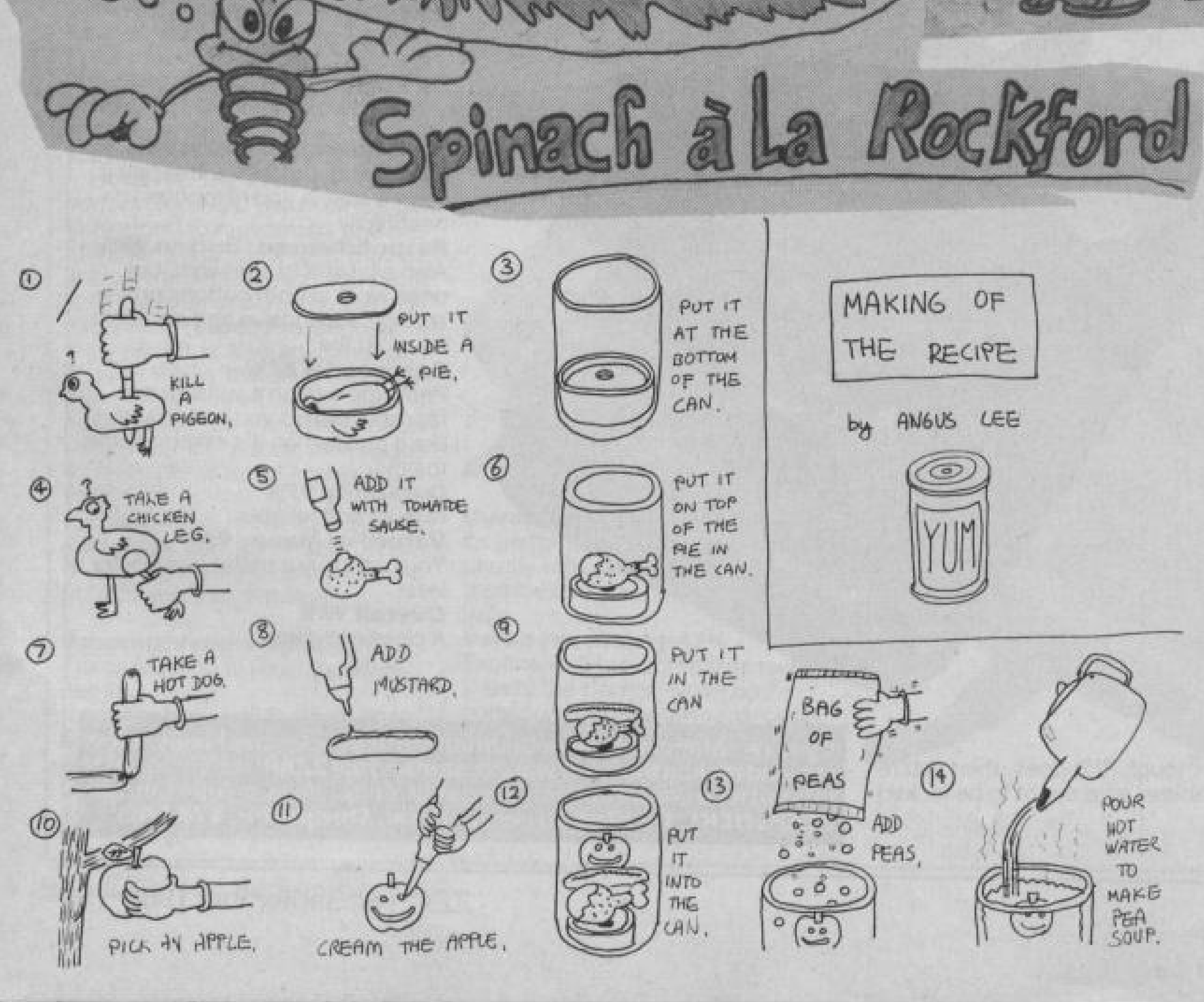
THE GREENCHOMP COMP

MACMILLAN were kind enough to offer a selection of POPEYE goodie bags and copies of their jolly game to the readers who could come up with the most tasteful spinach creation. **Paul Spittlemouse** from North Humberside HU12 9AF and **Gary Smith** from Notts NG9 1QA are the two lucky readers who win a Popeye alarm clock, T Shirt, and copy of the game. **Marc Childerhouse** from Norwich NR12 8YL, **Ricky Mehta** from Middlesex HA3 8JZ, **D Smith** from Herts WD2 3NU, **Angus Lee** from Aberdeen AB2 4UB, and **Mark Radcliff** from Patrixbourne in Kent, all get a Popeye wall clock, T Shirt, and copy of the game. **James Portsmouth** from Newcastle Upon Tyne NE3 1RQ, **John Cryer** from Dinas Powis in South Glamorgan, and **Mark Holden** from Lancs BL6 6LJ get a T Shirt and a copy of the game. The following 40 runners up get a copy of the game:

Ricky Blackman, Surrey, GU7 3RY; R Wallman, South Godstone, RH9 8JW; Gavin Kagan, Solihull, West Midlands; Peter Robinson, Kent, CT9 4NA; Kenneth Yau, Kent, BR2 9EU; Michael Akhtar, Surrey, CR4 7DZ; James Colbrook, Notts, DN22 8AX; Stuart Tomkinson, Staffs, ST4 6RU; Andrew West, Devon, EX8 3HR; Finlay Bell, Northumberland, NE48 3PZ; Christopher Smiles, Tyne and Wear, SR2 9DQ; Michael Underhill, Devon, EX15 3NL; Edward Boulton, London, N8 8ED; Christopher Breed, Berks, SL1 2HU; Nick Greatrex, Hampshire, SD24 9DH; Matthew Wood, Croydon, CR0 6LN; Michael D'Netto, Richmond, TW9 4DE; John Loizides, South Devon, TQ2 5NH; Susan Bunting, Derby, DE4 1BH; Corin Pilling, Warwickshire, CV31 1JZ; Alan Milne, Scotland, AB5 3RP; Jonathan Hardisty, Cheshire, SK9 3HZ; Steve Ulley, South Yorks, S6 1WO; Marc Holland, East Sussex, BN22 0LT; M Bourne, Dunstable, LU5 4EW; Martin Mccelland, Solihull, B93 9LQ; Michael Fitzpatrick, Merseyside, L34 2TS; Rob Home, Cleveland, TS12 1DU; R Lake, Herts, CM21 9JR; Rafique Kularatnam, London, SE23 1DW; Richard Walker, West Midlands, DY3 3SB; Daniel Shelley, Staffs, ST16 3PH; David Wilson, Derbyshire, DE55 2HF; Chris Fagg, Leicestershire, LE16 7LR; Jackie Loizides, South Devon, TQ2 5NH; S Bramley, Berks, SL1 1RT; Andrew Fraser, Staffs, ST14 8DH; Scott Wilkinson, Nottingham, NG17 7EL; Paul Humphries, Kent, ME10 4UW; John Griffiths, Mid Glam, CF45 4EL





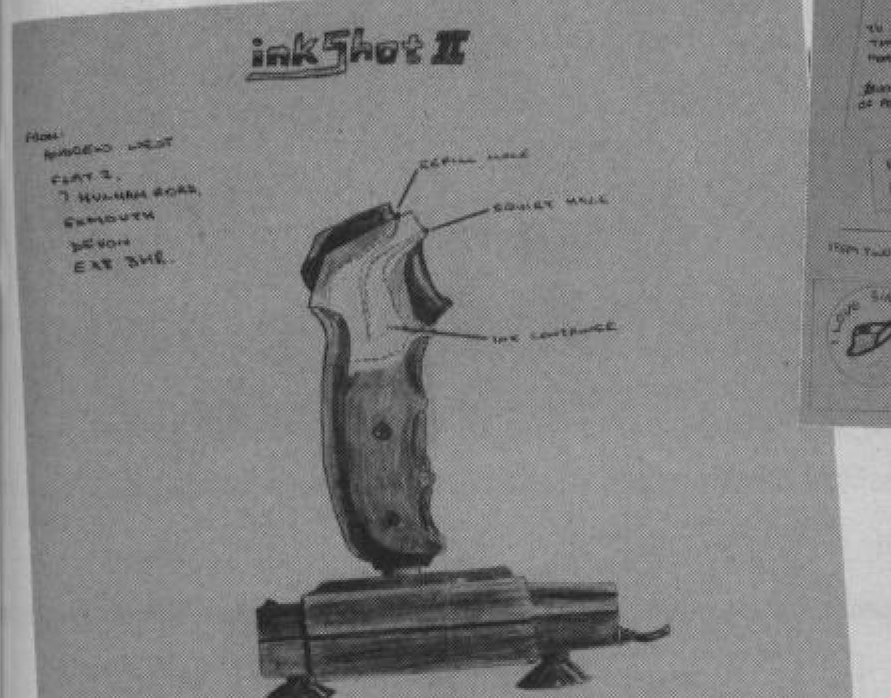


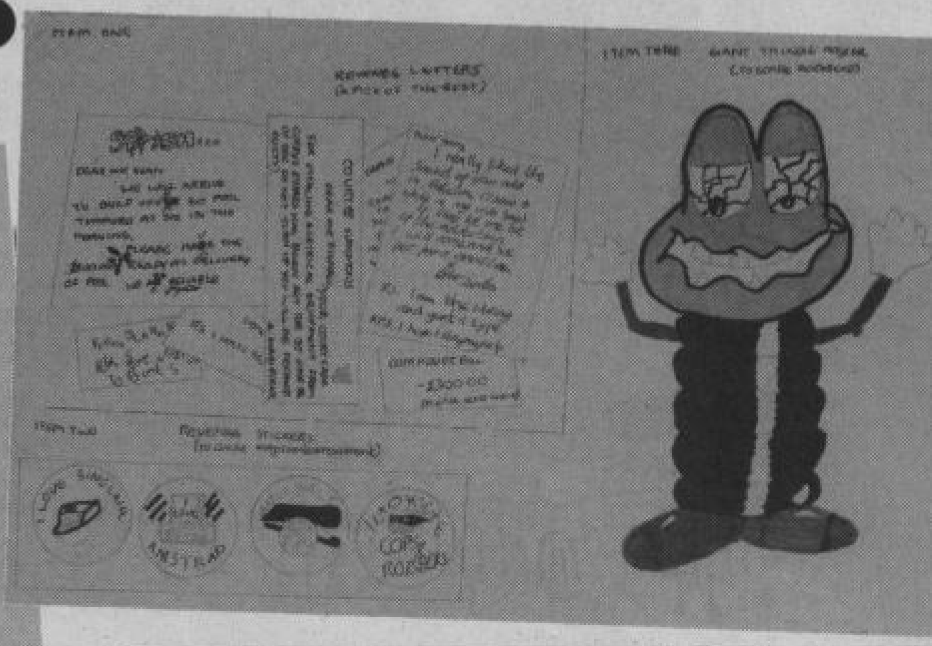
BIGGLES COMPETITION

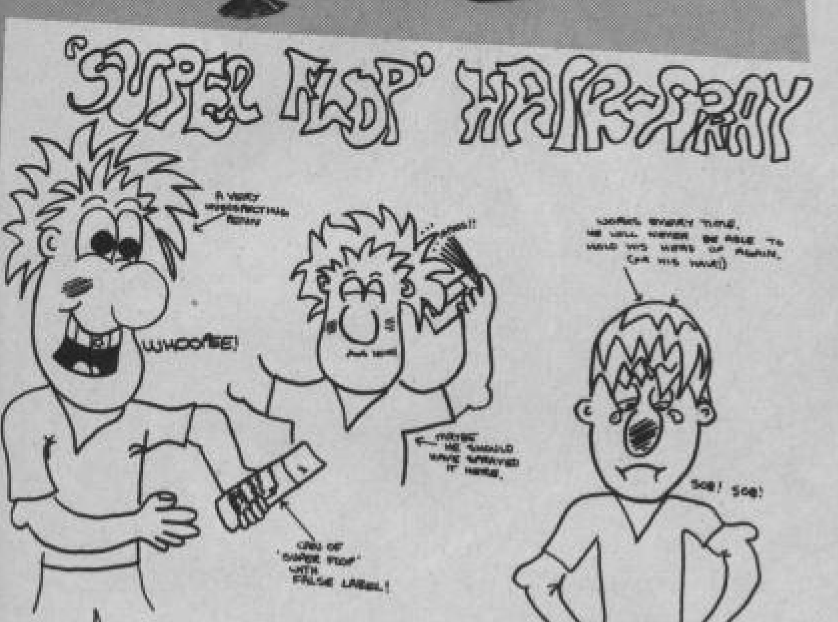
Lots of goodies up for grabs, thanks to those dashing young MIRRORSOFT chappies. All you had to do was spot the correct number of differences between the two Oli-pix of BIGGLES in action. **Angus Lee** from Aberdeen AB2 4UB was first out of the correct entries bag, and he wins a complete BIGGLES goodie bag. Twenty five runners up get a BIGGLES T Shirt and a copy of the game:

Mark Taylor, South Glamorgan, CF6 6NU; Andrew Tinning, North Yorkshire, HG3 1HY; Graham Hartshorn, Wiltshire, SN8 12Z; B Devlin, Norfolk, PE36 6AZ; D M Belford, Staffs, ST6 6LE; Dougal Moffat, Kent, BR3 1ST; Alan Kimpton, Co Durham, DH7 6SF; Diane Duxbury, Lancs, BB2 4BW; Gary Sims, Essex, RM7 8BH; J M Jones, Dumfriesshire, DG3 4EG; Tom McKee, Ross-shire, IV7 8EW; Steve Wood, Staffs, WV5 8HN; J Wiggell, Tidworth, Hants; Paul Watkins, Staffs, ST5 2LG; Mark Stellenson, Nottingham, NG5 4PX; Peter Cochrane, Birmingham, B38 8PW; M J McClelland, West Midlands, R93 9LQ; Guy Stead, Worcs, WR6 6EF; F Driver, Peterborough, PE3 6BE; Billy Kavanagh, Bolton, BL5 2RA; Rik Pattison, Notts, DN2 26ND; Gary Wallace, Newcastle Upon Tyne, NE15 7TP; Andy Kirk, Coventry, CV5 7NJ; Peter Hannay, Middlesex, UB5 4SD; W Darrell Pratt, North Wales, LL65 2LP

WINNERS: WINNERS: WINNERS: WINNERS:









MINION'S REVENGE COMPETITION

He he, those oh-so-wacky-and-zany ST BRIDES helped me get revenge by offering some nifty joke kits to anyone who invented a suitably nasty joke to play on the Spikey Ones. **Paul Humphries** from Kent ME10 4UW came up with the best idea, in my opinion, so he wins the biggest bundle of jokes. Five smaller, but equally neat bundles go to:

Jagmeet Kang, Birmingham, B15 3SA; Anoy Eddleston, Kent, TN16 3LS; Andrew West, Devon, EX8 3HR; Julian Brown, Essex, CM1 5SX; Matthew Edow, Hampshire, SO51 8SB

NAME THAT DOOBRIE COMPETITION

NOVAGEN offered a Commodore 128 and T Shirts to those who could correctly identify seven objects from their Gold Medal game, MERCENARY. Unfortunately, very few people could do so. Ah well, **Pier Pistocchi** from Sussex RH16 3AL was first out of the bag, so he gets a C128 for his troubles. The following personages get a MERCENARY T Shirt:

Philip Sage, Dunstable, LU6 2PB; Paul Redmond, London, E17 9JE; Tim Mason, Worcester, WR2 6LG; Steven King, Arlesey, SG15 6SX; John P Wallace, Surrey, RH1 3ER; A G Smith, Edinburgh, EH14 2RF; Darren Jones, West Midlands, DY5 1PA; Luis Troyano, Cheshire, SK1 3PF; Mark Blaney, St Albans, AL2 1QG; J Wedderburn, London, N6 4SP; E Burnett, Cleveland, TS6 9SA; Daniel Brooker, Surrey, RH6 8HD; Chris Davies, Co Durham, DL14 8JZ; Robert Macintyre, Cheshire, SK8 3AT; Gary Taylor, Liverpool, L16 3NW; SGT R Morrison 924, York Brks, BFPO 17; Lee Kirby, Berkshire, RG12 4ZA; Keith Rippon, Lancs, PR4 OYD; David Mitchell, Southampton, SO2 9QF; Bill Jordan, Hook Norton, OX15 5NX; Jason Bates, Warrington, WA5 3EN; Bernard Schmidt, Weymouth, DT4 ORX; Vijay Bhatt, Essex, IG4 5PB; Alison Sharp, Cumbria, CA11 9LB; Duncan Roddis, South Yorkshire, S60 3DZ; Matthew Towers, Staffs, WV5 8EZ; Jake Shepherd, Kent, DA3 8AW; J Smith, Avon, BS23 4SJ; Paul Vernon, Rochdale, Lancs

The Spikey Ones are at this very moment wading through the mountain of entries for THE ELECTRIC DREAMS DESIGN A GAME COMPETITION, so next month we should see some results. The same applies to the MINDSMEAR COMPETITION. See you next month then . . .

MASTERBLASTER or GAMES PLAYING WIMP?

Here's where you find out!

HOW TO WORK OUT YOUR RATING

Test 1
Score 2 points for each correct answer:
A — 10; B — 14; C — 23; D — 22; E — 6; F — 29; G — 3; H — 20; I — 25; J — 16; K — 19; L — 26; M — 4; N — 15; O — 30; P — 2; Q — 5; R — 28; S — 8; T — 17

Score ....

Test 2
Score 2 points for each correct answer:
1 Scarabaeus; 2 Ballblazer; 3 Quake Minus One; 4 Comic Bakery; 5 Elektraglide; 6 International Karate; 7 Confuzion; 8 Bomb Jack; 9 Sabre Wulf; 10 Crazy Comets

Score ....

Test 3
Score 2 points for each correct answer:
1 Batalyx; 2 Hacker; 3 Uridium; 4 Imhotep; 5 Bounder; 6 Mercenary; 7 Thrust; 8 Paradroid; 9 Z; 10 Skyfox

Score ....

Test 4
Score 5 points for each correct answer:
1. Jeff Minter (Batalyx, Iridis Alpha); Andrew Braybrook (Uridium, Alleykat); Tony Crowther (William Wobbler, Trap!)
2. TRUE. However, it was recently released under the Bug Byte budget label.
3. TRUE!
4. FALSE. Sir Arthur has only appeared in FOUR Ultimate adventures — The Staff of Karnath, Entombed, Blackwyche, and Dragonskulle.
5. FALSE. Although he did ask for, and was duly sent, issues 5, 9 and 10.

Score ....

Test 5
Score 5 points for each correct answer:
1. Transformers (Ocean), Moebius (Infinite), The Young Ones (Orpheus), Rasputin (Firebird), Superman (Beyond), Space Hunter (Mastertronic), Human Race (Mastertronic), Bump Set Spike (Mastertronic), Pod (Reelax), Space Doubt (CRL), Countdown to Meltdown (Mastertronic), Harvey Smith Showjumping (Software Projects), War Play (Anco) . . .

Why didn't we review these games? Well, it does help if we're sent copies of them in the first place . . .

Score 2 points for each correct answer:
2. Ghostbusters, Goonies, Friday 13th, View to a Kill, Rambo, Raise the Titanic, Give My Regards to Broadstreet, The Rocky Horror Show, The Never Ending Story, Star Wars, Back to the Future, Biggles . . .

Blade Runner was based on the music of the film. Superman was based on the character, as were Conan and Zorro.

3. Street Hawk, Airwolf, Knight Rider, The Young Ones, Max Headroom, Zorro, Thunderbirds, Scooby Doo, Robin of Sherwood, Dr Who (and the Mines of Terror), Shogun, V . . .

4. Ghosts 'n' Goblins, Bomb Jack, Commando, Paper Boy, Crystal Castles, Moon Cresta, Kung-Fu Master, Pole Position, Pac Man, Mr Do, Dig Dug, Buck Rogers, Spy Hunter, Yie Ar Kung-Fu, Comic Bakery, Mikie, Green Beret, Ping Pong, Zaxxon, Star Wars, Gyruss, Mr Do's Castle, Robotron 2084, Defender . . .

5. Eddie Kidd's Jump Challenge, Daley Thompson's Decathlon/Super Test, Frank Bruno's Boxing, Steve Davis' Snooker, Barry McGuigan's World Championship Boxing, Geoff Cape's Strongman Challenge, Brian Jacks Superstar Challenge, Samantha Fox Strip Poker, Bruce Lee, Jack Charlton's Match Fishing, Richard Petty's Talledega, Jonah Barrington's Squash, Graham Gooch's Test Cricket, Ian Botham's Test Cricket, Nick Faldo Plays the Open, Frankie Goes to Hollywood . . .

6. Rupert, Superman, MAD Magazine's Black and White Spies (Spy vs Spy I and II), Roland Rat, Thor (BC's Quest for Tires), Alice (in Videoland), Max Headroom, The Mr Men (Mirrorsoft Educational Software), Supergran, Clumsy Colin (Action Biker), Zorro, Flintstones (Yabba Dabba Doo), Basildon Bond, Perry Mason, Zoids, Dr Who (and the Mines of Terror), Biggles, Conan, Popeye, The Fantastic Four, Spiderman, The Hulk . . .

7. Lord of the Rings, The Hobbit, The Fourth Protocol, The Secret Diary of Adrian Mole, The Rats, Nine Princes in Amber, Hitch Hiker's Guide to the Galaxy, Perry Mason — The Case of the Mandarin Murder, Snow Queen, Shogun . . .

8. ACE, Ballblazer, Crazy Comets, Dragonskulle, Eidolon, Fourth Protocol, Ghost 'n' Goblins, Hacker, International Soccer, Jack Attack, Koronis Rift, Lode Runner, Mercenary, Nutcracka, Outlaws, Paradroid, Quake Minus One, Rock 'n' Wrestle, Spindizzy, Thrust, Uridium, V, Winter Games, Yie Ar Kung-Fu, and Z.

This is only ONE possible solution — you will have to figure out for yourself whether or not your answers are correct. Oh, if you can think of a game on the 64 that begins with the letter 'X', then you're a smart ass with 100 bonus points.

Score ....

YOUR OVERALL RATING
Right, now add up your scores on all five tests. The total is your very own MASTERBLASTER rating. Don't lose it — it reflects how big a joystick wobbler you are. The biggest wobblers get the biggest scores — pretty obvious really.

Under 40
Not worthy enough to lick the Scorelord's boots (or any other part of his anatomy for that matter).
41 — 90
Are you sure you weren't reading the contents page?
91 — 130
Try holding your joystick up the right way next time.
131 — 180
You make Sean Masterson look like a games player.
181 — 220
Hmm, you can clean the Scorelord's boots, but he won't let you wash his underwear.
221 — 269
A healthy joystick wobbler, but you've really got to learn to exercise more self control.
270
Hey! You're one of them MASTERBLASTER maties!
Over 270
Naughty, naughty. You've been cheating, haven't you? Slap your wrist and don't do it again.



WIN A MONSTER PRIZE!

ZZAP! COMP

50 Copies Of DRAGON'S LAIR Up For Grabs

Join In The Software Projects Bonanza!





There's no sense in messing around when it comes to killing dragons. With a sword in one hand and a damsel in distress on the horizon yer average would-be-hero has to get the old skates on and get in there, scrapping away if Fried Knight isn't going to be on the Dragon's Dinner Menu.

Which is probably why the Spiky Haired Ones aren't called SIR Gary or SIR Julian or SIR Sean. I mean, they like your 'umble Minion to refer to them as SIR this or that, but like I keep telling them, according to my contract of employment as approved by the Union of Minions and Allied Downtrodden Operatives, there's no way they can force me to be so smarmy.

The nearest they get to saving a damsel in distress is rescuing the odd limp lettuce sarnie from a Ludlow caff window, but once they get their hands on the bread and veg held prisoner it's a clear case of down in one with hardly a crumb dropped on the floor.

But all this is digression (bad for the digestion too). SOFTWARE PROJECTS have been slaving away in hot Liverpool offices for ages now, converting that arcade classic *Dragon's Lair* for the Commodore. They've finally finished this monumental task, and to mark the event they're giving fifty copies of their new game away in this Spot the Difference Olicomp.

There's a top prize, too. A massive A1 sized full colour print of the inlay artwork used on the *Dragon's Lair* box. (That's about eight times the size of ZZAP's front cover, and the print will be lovingly encapsulated in a tasteful frame ready for hanging on your favourite patch of wall.)

Study the two pictures reproduced here and mark all the differences you find on Picture B, fill in the entry form and whizz it off to **ZZAP! DRAGONS, PO Box 10, Ludlow, Shropshire, SY8 1DB.** Make sure you get the old entry in by September 11th, too, cos that's when this Minion's going to get judging!

NAME ....

ADDRESS ....

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POSTCODE ....





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Screen shots are taken from the C= 64 version

THE BUTLER DID IT!

Did what? Oh, just two of the best selling arcade conversions ever . . . Gary Penn talks to one of Britain's lesser known programming talents — Chris Butler.

Well, Chris, when did you start programming the Commodore?

At Alligata. As soon as realised that the BBC market was virtually dead I started writing for the Commodore, 'cos that's a 6502 and I know 6502 like the back of my hand at the moment. My first Commodore game was *Hypercircuit* and that took about four months to write — it was based on *Transistor's Revenge*, one of my first BBC games. I started writing *Z* about the middle of '84 and I finished about four or five months later.

What about your move to Elite?

Well, after I left Alligata — they basically made me redundant because they couldn't afford to pay my wages anymore. So I wrote a few letters around and had interviews with people like Ocean and Activision — and then Elite who made me the strongest offer, so I decided to go with them. Then, shortly after I joined them, I was told to write *Commando* which took about eight weeks to write. It was a real rush job because I started it in October and it had to be finished by November. It was a bit messy because I had so little time and it was the first time I'd split sprites.

Yeah, what with the main character disappearing ever so often . . . What happened to level three?

Well it was all in there — you know, the game was completely finished — but when Rob Hubbard came down he said that he needed about 6K for the music, and there wasn't room. So Steve Wilcox, the man, said, 'Right — hack out level three.' It was more or less a disaster, but considering it was eight weeks work I don't suppose it was too bad. It made Christmas number one, and it made me a small fortune.

Did you think our review of *Commando* was fair?

Um — well, a little bit below what I expected. I mean — I certainly didn't expect to get a Sizzler or anything. I don't think the program was too bad — there were a lot of bugs . . . the gameplay as well . . . I just didn't have time.

What about *Z*?

Yeah, I was pleased with the review.

And *Ghosts 'n' Goblins*?

I think that's the best game I've written to date — mainly because I had so much more time on my hands. I spent four months writing the game . . . well, actually five months from start to finish, because I took a month off because the equipment broke down.

Are you just going to stick to doing arcade conversions?

Well for the next one, certainly. I'm quite happy doing arcade conversions, it's dead easy work. You've got a set target to reproduce an exact — or a near exact — copy of a game.

So what's next?

Um, well my target's a little bit bigger — I'll be doing *Space Harrier* . . .

***Space Harrier*! You're joking?!**

I'm quietly confident.

What, Elite are going to have a special hardware add-on to mimic the hydraulic movement of the original?!

Yeah, have a robot arm to plug into the joystick port . . . next question . . .

OK, what annoys you most in the industry?

Er, hyping bad games is one thing . . .

Even your own?

Er . . . no!

***Commando* wasn't a bad game I suppose.**

It was well hyped though. It was probably the hype that made it sell — well, probably the name itself.

Yeah, I think *Bombjack* was the same. So what exactly do you class as a bad piece of software?

Frankie Goes to Hollywood is pretty grim — that was a good example of a bad program that was well hyped. That's one thing I can't stand in this computer industry, and that's bad programs which are well hyped.

Is there any existing 64 software which you'd like to improve upon?

Um . . . there are a lot of good ideas that aren't put into practice good enough, but I can't think of any off the top of my head. Actually, one thing that did piss me off when I had my own company was distributors — they can be a real pain in the neck.

What about the condition of the industry itself?

It's OK. The lifeblood of this industry is the programmers, though, no matter what any big company director may say. The lifeblood is good product at the end of the day. Nowadays a good programmer has to sign himself to a large software house. The programmers make a bit of money, but the software houses make a hell of a lot more money for actually doing sod all, really. I mean, marketing is nothing. Anyone can pick up a phone and place adverts in a magazine.

What games do you like — on the Commodore?

Guardian, for its time, was a good game — *Mercenary* was good, I enjoyed playing that. That's about it, really.

Would you ever like to write something original?

I would like to, yeah, but the thing is that so much work is involved in writing an original game — it's not just programming, there's actual game design as well. And games design is one of the things that I'm not very good at.

How do you see the future of 64 software?

Well the graphics limitations of the 64 are coming into reality now, so more and more we're gonna have to move onto original ideas rather than graphic techniques, which is what I'm good at at the moment. I mean, we've done things like splitting sprites and putting sprites in the border — there's not a lot else we can do. At the moment I think we're stretching the 64 to its limits. I know people said that a year ago, but now we probably are. *Space Harrier* certainly will be stretching the 64 to its limits — why do you keep sniggering every time I mention *Space Harrier*?

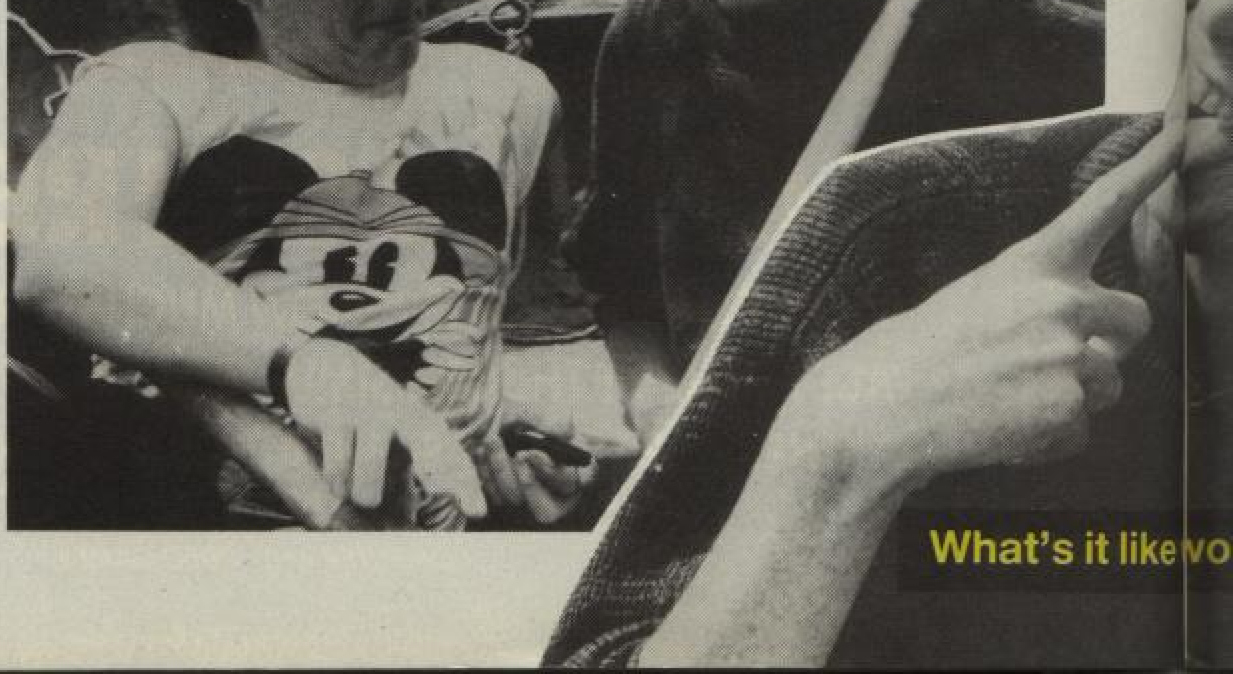
Well it's just the thought of all that stuff being crammed into the 64 — you're going to fill at least 64K with graphics, and then find you've got no memory left for the game . . .

I'll be using character graphics rather than sprites, and that should save a hell of a lot of memory.

Won't that slow down a lot, though?

Ah — no. If *Encounter* can do it, I'm sure I can. The Commodore 64 isn't too bad at timing, you know, even with the scrolling. I mean, you're shifting around 2K of memory every fifty Hertz — even with decent sized character sprites you're not going to be touching 2K, so I should be able to do it.





What's it like working for Elite?

It's . . . OK — teaboys getting tied up and dumped in cupboards . . . there was a lot of messing about, but Brian Wilcox decided to send everybody home to work freelance. I don't blame him, personally.

Are you musical at all?

No, I'm not a musical person at all. Graphics I'm good at, but music and game design . . .

Are you impressed with the standard of music on the Commodore?

Considering it's probably got the best music capablities of any home computer, excluding the 16 bit stuff . . . it's not bad at all.

Any particular favourites?

Er, Martin Galway and Rob Hubbard. I like the *Commando* music — 12 inch remix of the arcade game. *Rambo*'s not bad — it's a bit more melodic than Rob Hubbard's stuff, his is sort of 'disco dance music' — you could almost get down to it.

What do you think of this current spate of game and film tie-ins? Do you think its a bad thing?

Well it's certainly not a waste of time, I mean it sells games. It's a bit tough — you have to try and fit in an original game.

Would you like to write one?

I wouldn't really want to, no. But, you know, unless it was purely for financial gain then I would.

Are you purely a financially orientated programmer then?

Um *(laughs)* — finance is an important part of my life, but success is more important to me.

What do you define as success then? A picture on the inlay? Getting interviewed in ZZAP!?

Er, I dunno. I mean, I don't know how famous I am at the moment, you tell me . . .

Well you're not exactly a face that everyone recognises . . . Have you ever written a game which isn't derivative in any way?

Er, not completely original — well, I suppose *Hypercircuit* was fairly original, I mean, that was a copy of an original game which I originally wrote — *Transistor's Revenge*. The idea was fairly original, even though it a was a rip off of *Tempest*. *Hypercircuit* was the next step on from *Transistor's Revenge*. That's probably the most original idea that I've ever had, you know, blasting around inside a microchip or whatever. *Z* was just a copy of various arcade games rolled into one. After that . . . it's just been pure arcade copies.

Are there any programmers that you admire?

Archer Maclean is a good programmer. Steve Evans is good. Braybrook . . . I'm not sure about, his games look good but . . . I dunno . . . Crowther's a bit past it. Paul Woakes is good, but he's a bit of black horse.

What's *Commando II* then? Is it based on an arcade game?

Er, I dunno, I don't think so. I know what *Airwolf II* is, though.

***Airwolf II*?**

Yeah, but I can't say anything about it.

Do you have any influences? — and don't say alcohol

No, but I like arcade style stuff.

Eugene Jarvis?

Yeah, his stuff's super smooth, heavy on the special effects.

Do you ever have any major programming problems?

Er, I think my biggest problem was falling in love — advice to budding programmers: don't fall in love . . . Um, equipment failure . . .

Memory?

No, not so much on the 64.

Are you interested in the 16 bit machines at all?

Only if they take off. I'll only write a game if it's going to sell well, I wouldn't write a game solely for the pleasure of writing a game. I'm a commercial software writer, full stop, there's no doubt about it.

Are you pleased with the games that you've written? Do you play them? Are you any good at them?

I don't play them, and I'm not very good at them, no. But I'm quite pleased with what I've written so far — even with *Commando*, considering the time limitations. I'm especially pleased with *Z*, and I'm pleased with *Ghosts 'n' Goblins*. I'm pleased with everything I've written . . . well, on the 64, anyway.

So even though you program purely for monetary gain, you still take pride in what you're doing?

Yeah. I'm proud of what I've written so far. If I was being paid the right money I wouldn't churn out crap product. I do what I'm paid for. I wouldn't write a game that I fell I wouldn't enjoy writing, though. I've been offered several games which I've turned down flat, whether they would be a success or not, just because I wouldn't enjoy writing them. Elite wanted me to write *Buggy Boy*, but that didn't interest me at all. If I see an idea for a game that I'd like to write, then I'd go for it in a big way.

I heard that Elite are doing that two player *Commando* game, ah, *Ikiri Warrior*. Didn't you fancy that after writing *Commando*?

I was never offered it.

Any games you would like to convert?

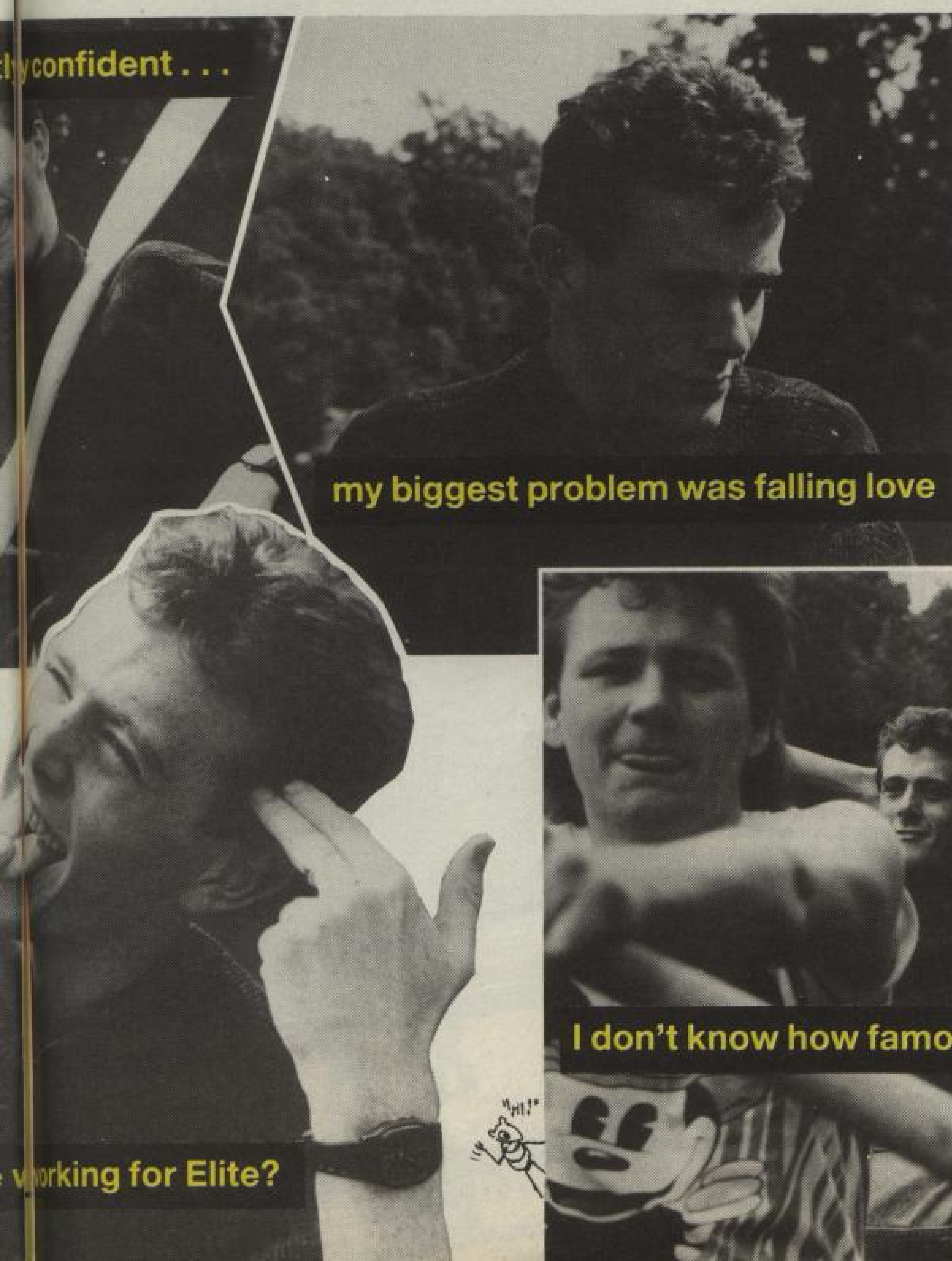
I'd like to write *Sinistar*, cos that really freaked me out when I saw that. The program itself is a doddle to write, but it's so atmospheric. I remember when I first played it, it was when I went for an interview with Imagine software. They just left me in an arcade for half an hour, so I shoved ten, twenty pee in this arcade game not knowing to expect.

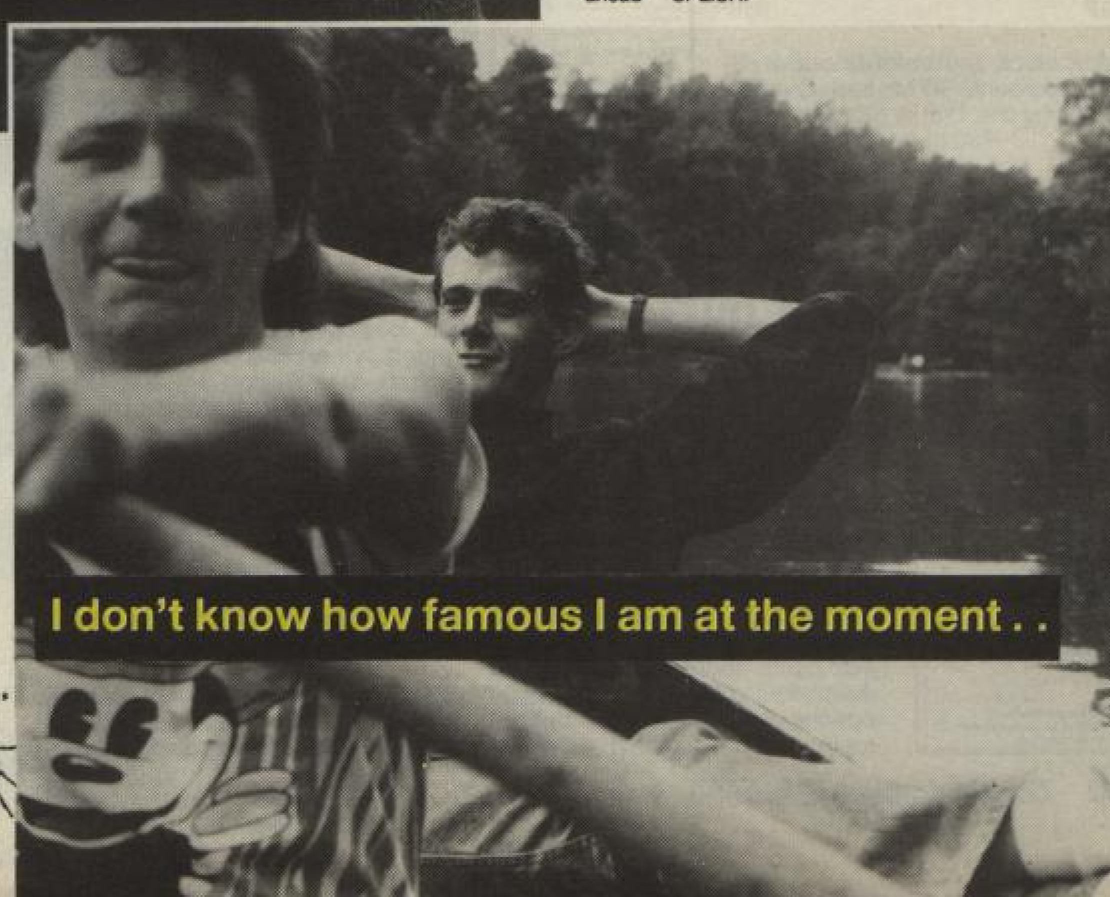
What inspired you to apply for a job with them?

There was a TV Eye program on them where they claimed that Eugene Evans was like, earning 35 grand a year. And I thought, 'Oh yeah, that'll suit me,' so I wrote off to them, and they said, 'Yeah, yeah.' So I went up there and said, 'What kind of salary are you going to offer me?' And they said, 'Five grand.' I could get more by working in a bank in Southend!

Is there any particular question you'd like to be asked before you go?

Er, no, not really. Look, must be off now, got a long swim ahead — SPLISH!





PHOTOS: TONY LORTON

ZZAPBACK!

It's time to travel again, guys 'n' gals, back into the mists of time to examine issues of ZZAP! gone by. The issue in question this month is SIX, and in its hallowed pages lay SIX Sizzlers, but no Gold Medal. Gazza and Jazza, cornerstones of the magazine's foundation, reflect on their comments and ratings . . .





GAMES ZZAPBACKED

MONTY ON THE RUN
RACING DESTRUCTION SET
BARRY McGUIGAN'S BOXING
PINBALL CONSTRUCTION SET
NODES OF YESOD
SPY vs SPY II

MONTY ON THE RUN

Gremlin Graphics

This novel platform game features pretty graphics and devious gameplay, and a classic Rob Hubbard soundtrack to match. Subsequently, it captivated the ears and eyes of our erstwhile reviewers. Paul Sumner 'loved it', Gary reckoned it was 'worth buying for the music alone', and Julian thought that it was 'certainly one of the better platform games for the 64'.

I think the music really seduced me; the game itself gets a little dull after you've played it for a while. In retrospect I think it should have just missed being a Sizzler. Still, the platform game freaks loved it.
JR

Yes, the music is very good. But I think that the game did deserve the ratings — it was one of the best available at the time.
GP

(Jaz) Hook and lastability down a few percent. VFM and Overall down by 5%

(Gaz) No, the ratings were adequate.

Presentation 86%
Great scrolling highscore table and definable keys.

Graphics 86%
Colourful backgrounds and cool animation.

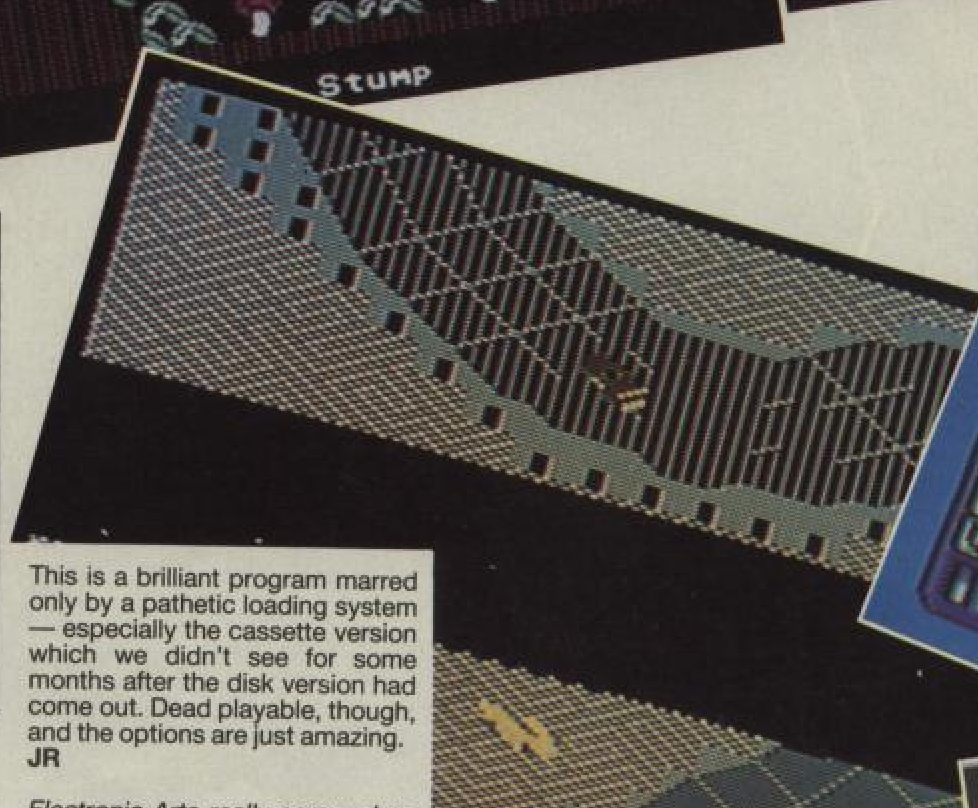
Sound 99%
Aurally am-m-m-mazing, technically perfect.

Hookability 86%
It's a bit tough, but the hook is high.

Lastability 89%
Finishing it will take a fair bit of doing.

Value for Money 88%
A real canary.

Overall 90%
Moling about has never been such fun.



RACING DESTRUCTION SET

Ariolasoft

This split screen, one or two player race game features numerous options and a track designer, and stimulated the reviewers to a peak of ecstasy. Gary felt it was 'a superlative program which you just can't afford to pass', while Julian found that 'with the mega options you can have a brilliant racing session'.

Presentation 99%
A never-ending stream of comprehensive options.

Graphics 90%
Excellent scrolling, backgrounds and vehicles.

Sound 71%
Good title tune and some smart sound effects.

Hookability 96%
You really only need to play it once to get hooked.

Lastability 98%
. . . and with so many options there's plenty to keep the initial interest high.

Value For Money 94%
The going rate for your average game but this is certainly better than average.

Overall 95%
Definitely one for the collection.

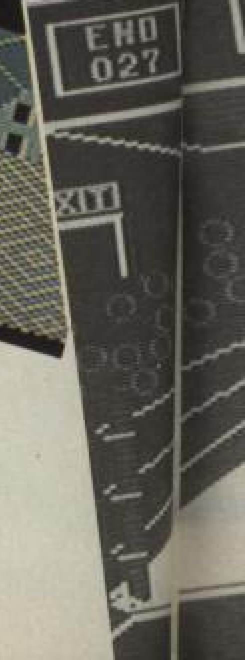
This is a brilliant program marred only by a pathetic loading system — especially the cassette version which we didn't see for some months after the disk version had come out. Dead playable, though, and the options are just amazing.
JR

Electronic Arts really screwed up the loading system, and almost ruined an excellent game. I still reckon that Racing Destruction Set is one of the best racing games available, although I doubt that owners of the cassette version bother to play it at all. Personally, I don't blame them.
GP

(Jaz) I think the ratings are fine; it's just a shame that the loader was so annoying.

(Gaz) No — presentation should have been lower because of the slow, awkward loading system.





PINBALL CONSTRUCTION SET

Ariolasoft



Both construction sets reviewed this month were awarded a Sizzler rating. This one is a far cry from the racetracks, and instead concentrates on the noble art of pin-table construction. 'A really BRILLIANT utility', exclaimed Julian. Gary was also impressed, and felt that 'despite its age *PCS* is a wonderful utility that shouldn't be overlooked by any pinball fan'.

A great utility, but like the other construction set it's got an ultra-slow loading system.
JR

A superb utility with a lot of potential, although it does take a lot of time and effort to produce a good pin-table. Perhaps too much — I haven't used it for ages.
GP

Presentation 99%
Excellent instructions and on screen lay-out.

Graphics
Quality depends upon the user.

Sound
Quality depends upon the user.

Hookability 92%
Very easy to use and get into.

Lastability 96%
Unlimited pinball tables at your disposal.

Value for Money 93%
Definitely worth it if pinball is your 'thing'.

Overall 94%
An excellent utility for all pinball fans.

(Jaz) The ratings still stand in my opinion.

(Gaz) Again, I think that presentation should be lower due to the awful loading system.

NODES OF YESOD

Odin

There was a distinct lack of arcade adventures on the 64 when this came out, so the Spikey Ones received this with much gusto and relish. 'One look at *Nodes of Yesod* and you'll be hooked — just try it' reckoned Julian. 'The graphics are first class with some excellent, atmospheric backdrops complimented by an equally atmospheric and soothing piece of music', enthused Gary.

When this came out it was the best arcade adventure on the 64, and we all enjoyed playing it. Since then, however, it has been bettered several times.
JR

What appealed to me most about this 'sturdy' arcade adventure was the neat graphics, and the atmospheric soundtrack. OK, so the graphics aren't quite so hot today, but I reckon that the soundtrack is as good now as it was then.
GP

(Jaz) Sound down a few percent, and VFM and overall down by three percent each. It's still good, but not **that** good.

(Gaz) No — the soundtrack was brilliant and deserved the ratings. As for the other ratings . . . well, at the time it was the best, so I won't grumble.

Presentation 92%
Well packaged and documented with good options.

Graphics 98%
Superbly defined and coloured backdrops, brilliantly animated sprites.

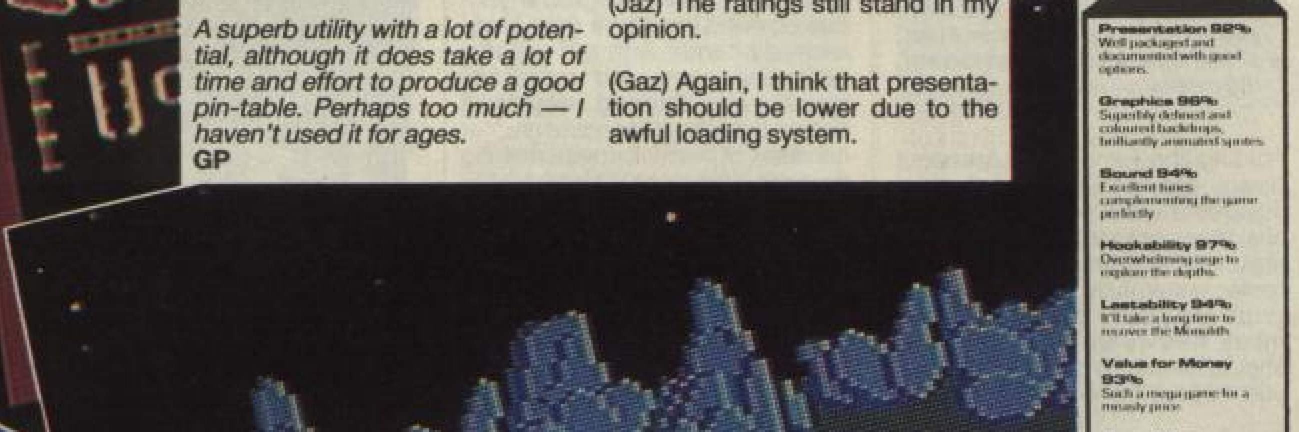
Sound 94%
Excellent tunes complementing the game perfectly.

Hookability 97%
Overwhelming urge to explore the depths.

Lastability 94%
It'll take a long time to recover the Monolith.

Value for Money 93%
Such a mega game for a measly price.

Overall 95%
Simply the best aardvark to date.



SPY vs SPY II

Beyond/First Star

The sequel to the immensely successful *Spy vs Spy* was greeted with as much enthusiasm as its predecessor when it arrived at ZZAP! Towers. It's a split screen spy game, which pits you against either a computer or human controlled player as you try to locate three pieces of a top secret missile and assemble it. Julian found 'plenty of things to do', and Paul decided that it was 'a better game than the first'. Gary agreed, and said: 'I recommend it heartily to all *Spy vs Spy* lovers'.

A worthy successor with plenty of humour and playability. They should have left the original tune in, though — the one in this game is a bit twee.
JR

I think we overrated this slightly — probably because we usually played it with two players. Still, it is a good game and deserved a Sizzler rating. But only just.
GP

(Jaz) Sound down by about 10%, and presentation up a little. The game has stood the test of time well.

(Gaz) Sound down to 70%, hookability down to 91%, lastability down to 88%, VFM down to 86%, and overall down to 90%

Presentation 94%
Good options and instructions with excellent Simulvision and Simulplay feature.

Graphics 91%
Great split screen display, cartoon like definition and animation on characters.

Sound 86%
Nice tune and effects.

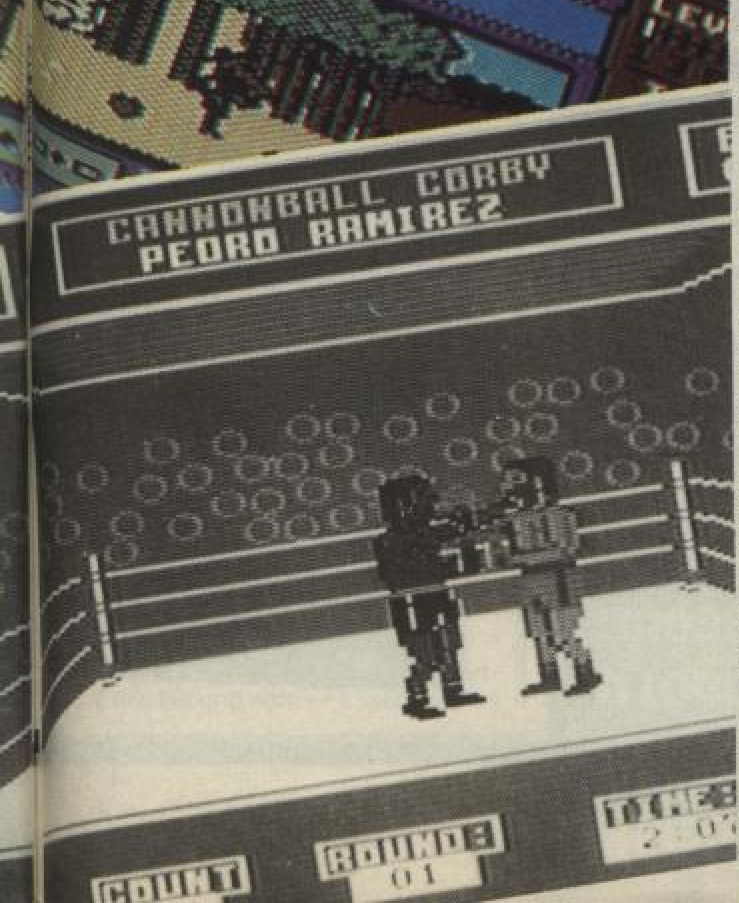
Hookability 96%
As gripping as any good spy novel.

Lastability 93%
Several levels of play and a two player option to keep you enthralled.

Value For money 92%
A good package at a good price.

Overall 92%
Fans of the original won't be disappointed.





BARRY McGUIGAN'S WORLD CHAMPIONSHIP BOXING

Activision

One of the first, and arguably one of the best boxing games on the 64. It puts you in the shoes of an up-and-coming boxer who has to battle his way through 19 tough opponents before taking on Barry McGuigan himself. Paul decided that '*Barry McGuigan* represents a marvellous purchase', and Gary felt there was 'plenty of scope for many hours of enjoyable boxing'. Julian, however, was content to sum up with the obvious: 'you can now become a boxer without hurting yourself'.

BMWCB is the best boxing game and still one of the better 64 sports simulations. It's great fun to play and there are plenty of options to give variety.
JR

This doesn't look as pretty as US Gold's Fight Night, *but it plays slightly better and has a bit more variety. I think it's the best of the bunch, and that we underrated it.*
GP

(Jaz) Graphics down a touch. Sound down by 5%, and lastability down to the high eighties. It's still a worthwhile game in my opinion.

(Gaz) Both graphics and sound should have been about 5% lower, but the overall rating should have been 2% higher.

Presentation 98%
Fabulous options as you fight to the top.

Graphics 88%
Excellent animation on boxers and some brilliant touches.

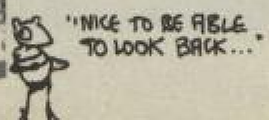
Sound 70%
Great jingles and FX.

Hookability 92%
A more powerful hook than McGuigan's left . . .

Lastability 84%
. . . and the game has just as long a lasting effect.

Value for Money 90%
A new Activision game at the old Activision price.

Overall 91%
An excellent new sports simulation.



NIGHT WALKER

Microclassic, £3.95 cass, joystick only

Night Walker is a 3D game played on a chess board. You control a girly (Penn?) character who, in repentance for some ghastly and unnamed sin, has been assigned the task of safely escorting five pawns across the board. Being a pawn courier may sound easy, but of course it isn't, because the task has been transformed into a full blooded spectator sport, and the blood they're after is yours. Eeek!



What we have here is a game that looks and seems quite reasonable at first, but as progress is made it becomes apparent that Night Games is very lacklustre indeed. Presentation is not all that bad but the gameplay is pretty dire with nothing much to challenge. I suppose if you like being frustrated by a poor game that fails to hit the mark then it might be fun. If you don't then I should look elsewhere.

The display is of a huge chess board surrounded by all manner of jeering nasties, and you, poor defenceless girly character that you are, find yourself standing on the edge of the chequered arena. Then, from the shadows, a giant Knight chess piece appears. Swallowing your fearful bile as manfully as a girly character can, you make your way across the chess board



An excellent title screen leads into a somewhat boring game. The graphics are quite nice, but the action is very dull — all you have to do is go into and out of the screen dodging the squares and chess pieces. Sound is virtually non-existent, and so are the instructions. Even at four quid it's not exactly worth the money.

holding the hand of an innocent pawn, leaving a trail of blue squares in your path. The Knight also leaps onto the board, moving around in an attempt to block your route, unhelpfully chobbling dirty great red pits in the paths you've made. As they are deep, these pits should be avoided at all costs, else you may fall in and lose one of your



Night Walker is spoilt, initially, by the lack of instructions, which render the game impossible to play. After much playing and phoning I managed to discover the game's aim, and so discovered too, that on playing with instructions it was, well how shall I put this, er, boring, unchallenging and, totally unaddictive. Try something else.

five pawns.

This process continues until all five pawns have been safely transported from one side of the board to the other. If you have rescued one or more pawns you're transported to the next screen, again played on the chess board. On this screen the black squares rapidly change colour and you must try and get the pawns across without stepping on a square while it's red.

Following this comes a battle with a Bishop and on later stages your wits are pitted against a King and then a Queen, all the pieces moving in the directions specified by the game of chess.

As you travel through the various screens the game gets progressively harder with red squares appearing more and more frequently and flashing irregularly, and as the stages increase greater numbers of pieces appear, making the task even more difficult.

Presentation 60%
Great title screen, but little else.

Graphics 65%
The board and characters are quite good.

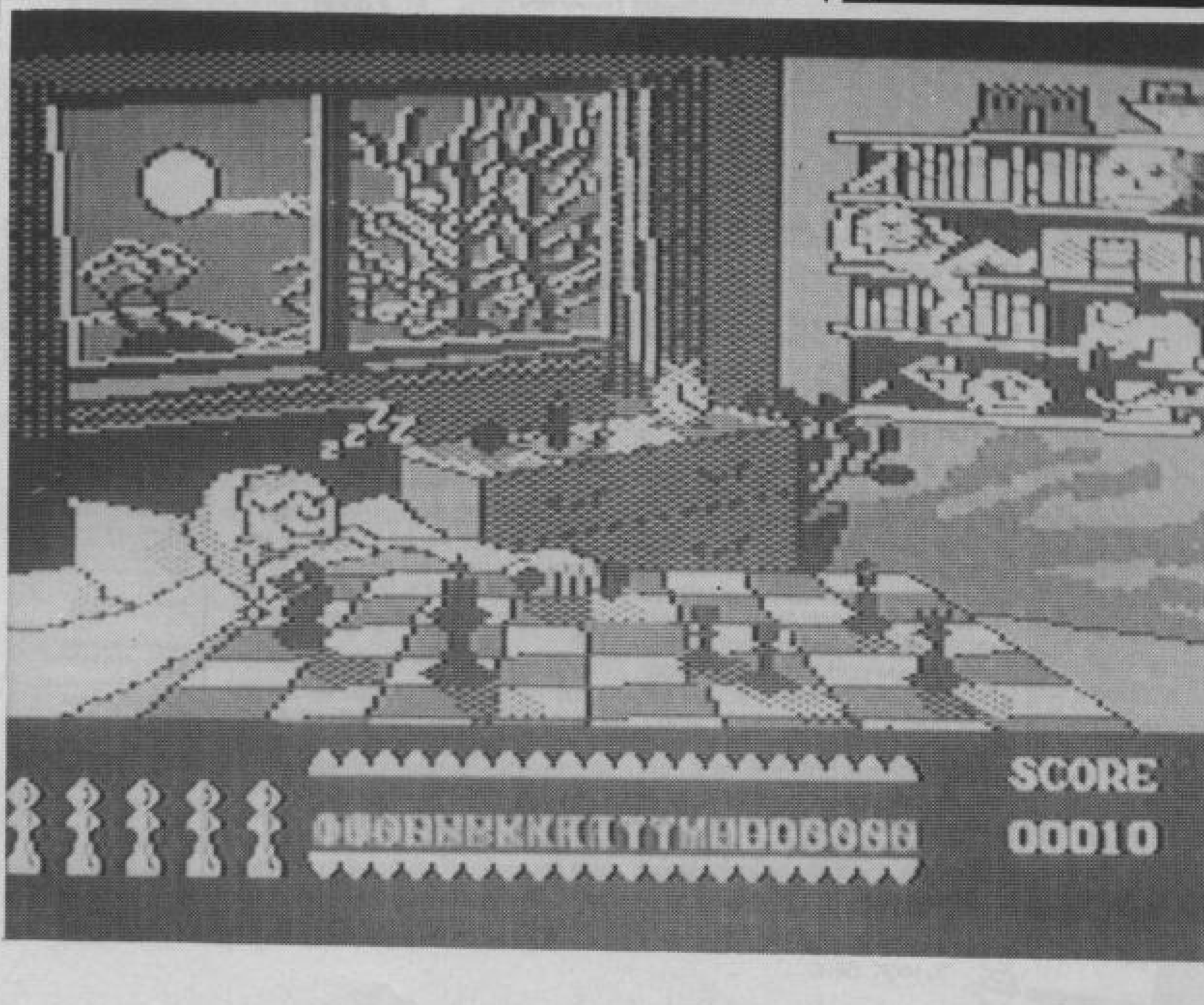
Sound 10%
Not a lot.

Hookability 65%
Interesting at first . . .

Lastability 38%
But the screens are all very similar.

Value For Money 43%
More expensive than a budget game, but by no means better.

Overall 40%
An interesting idea which hasn't quite worked.



FREAKY FACTORY

Firebird, £1.99 cass, joystick only.

This game has all the elements of a Victorian melodrama. It stars a evil Professor who spends his days shut up in a laboratory making all kinds of nasty and gruesome creatures. You play a dashing young hero, out to save the world from these meanies. Agent One of the Galactic Police Force is your status, and your mission is to penetrate the prof's factory and destroy the five monster machines which are located in his maze of monster infested dungeons.

The factory is entered by travelling in a lift which takes you to the first floor. From there you must make your way through the caverns, avoiding the gargoyles which try to suck out your energy when you pass them. There are also spiky platforms and laser beams which deplete your energy in great quantities when touched.



It is beyond my comprehension why companies such as Firebird release this kind of trash. Is there some kind of rule which states that every fifth piece of budget software released has to be mindnumbingly boring? Even at two quid this game (!) is ridiculously overpriced, and I feel that I must urge everyone not to touch this — not even with a ten-foot sterilized joystick.



Oh dear! Terrible graphics, terrible sound and terrible gameplay — what on Earth are Firebird up to? The first section of the game is so slow it's ridiculous, and after playing it for a while you just want to turn it off. The platform part of the game is a little better in comparison, but it's still very dull indeed. Don't buy it.

Fortunately, there are several energy rods lying around which can be collected to boost your energy.

Each laboratory consists of a psuedo platform game, and it is here that the professor's assistants lurk. You can avoid their touch by jumping over them, but if you come into contact with one you must fight it to the death by waggling your joystick as fast as you can.

Progress through the platform game is hampered by the machines which produce the nasties, and steam driven generators pumping out jets of smoke which hurtle you back from whence you came. An assistant can be found on each floor, and once they have been disposed of you can proceed to the next platform level via a hole in the floor.



The main fault with this game lies in the instructions which are very obscure and only give a very rough outline of your objective. The caverns take ages to get through because the gargoyles rip away your energy far too fast. These can only be overcome by moving between them one at a time before their eyes glow, making the task very labourious. The platform game is quite fun, mainly due to the fact that there is a reasonable amount of action. The graphics are generally blocky and not appealing at all, and the diabolical tune which drones on and on only makes things worse.

Presentation 42%
Obscure instructions make the game unplayable.

Graphics 40%
Blocky sprites and bland backdrops.

Sound 39%
A few tunes, but none of them are inspiring.

Hookability 35%
Trying to work out how to play the game is offputting.

Lastability 23%
Too slow and boring.

Value For Money 32%
Even at two quid it didn't freak us out.

Overall 28%
Give it a miss.

NINJA MASTER

Firebird, £1.99 cass, joystick only

Anyone who has ever played one of the many fighting games available must know what a Ninja is by now. You don't? Well not to worry, it's just that one particular Ninja has entered the local Ninja Olympics (one big ego trip really) with the ultimate aim of impressing the Elders and becoming a Ninja Master. He must prove his worth by partaking in four different events which test his speed of reaction and stamina.

ARROW QUEST

In this event you have to defend yourself from nasty pointy arrows which are 'thrown' from off-screen. Your task is to punch or kick them aside — failure to do results in them flying straight into you. Ouch. Points are awarded for each arrow kicked aside, and to qualify you have to score above 1500 Ninja points.

KARATE CHOPPING

Here you have to waggle the joystick left and right — a la Decathlon — to build up enough power to chop a plank in half. You are given three chances to qualify, and doing so launches you into the next deadly challenge.



This is a sort of oriental Decathlon, a nice idea which unfortunately doesn't come off. The graphics are very poor, with hardly any animation on the ninja bloke — when there is any it's pretty sub-standard. The sound is also dire. The game itself is pretty dull and gets repetitive after a very short while — after all, it's all been done before. For two quid I suppose it's not exactly a rip-off, but there are many games better than this in the range.

SHURIKEN STARS EVENT

This is a variation of the first event, except instead of arrows flying towards you there is a shower of Shuriken stars which have to be hit away with your trusty Ninja sword. This time you need 1200 points to qualify.



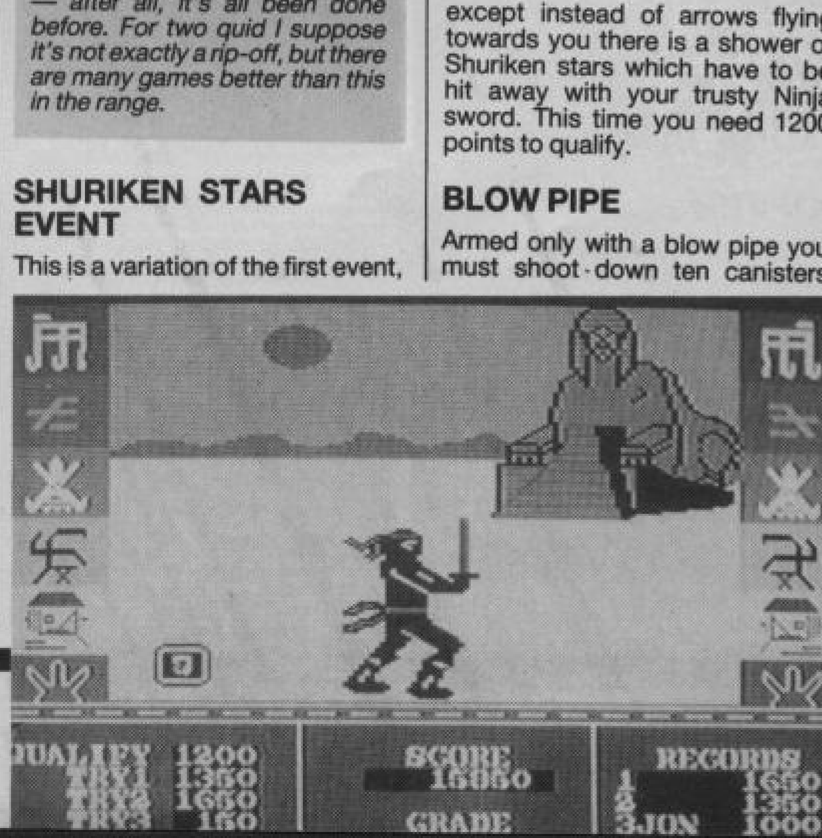
Fighting games are not my particular forte, but I actually enjoyed this cheapy smash em up from Firebird. Unfortunately, I can see all you experienced bashers being none too impressed with it. But for us less able in the art of bashing, it's rather a good game. The graphics and the sound are not really outstanding, although the speech synthesis is neat. Overall a super, cheap introduction for those of you who have not yet dared get involved with smash em ups, but fancy a quick go.

BLOW PIPE

Armed only with a blow pipe you must shoot down ten canisters which fly across the screen from right to left. Points are awarded for accuracy, and completing this event takes you back to the first, only this time everything is faster.



Firebird have certainly released some naff games recently, and this is one of them. The idea is novel, but the events aren't. A shame really, since a decent oriental pentathlon would have been great fun. Oh well, back to the drawing board . . .



Presentation 68%
Pretty straightforward.

Graphics 29%
Large, chunky and lacking in detail.

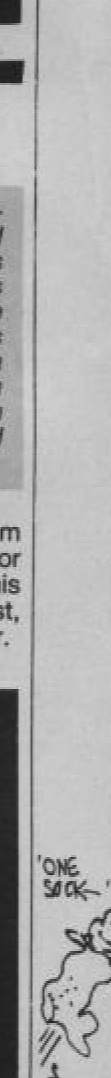
Sound 39%
Poor speech', music and spot FX.

Hookability 30%
Not a lot to inspire.

Lastability 26%
The four events have little to hold interest.

Value For Money 32%
Cheap . . . and nasty.

Overall 28%
Pull your socks up, Firebird.



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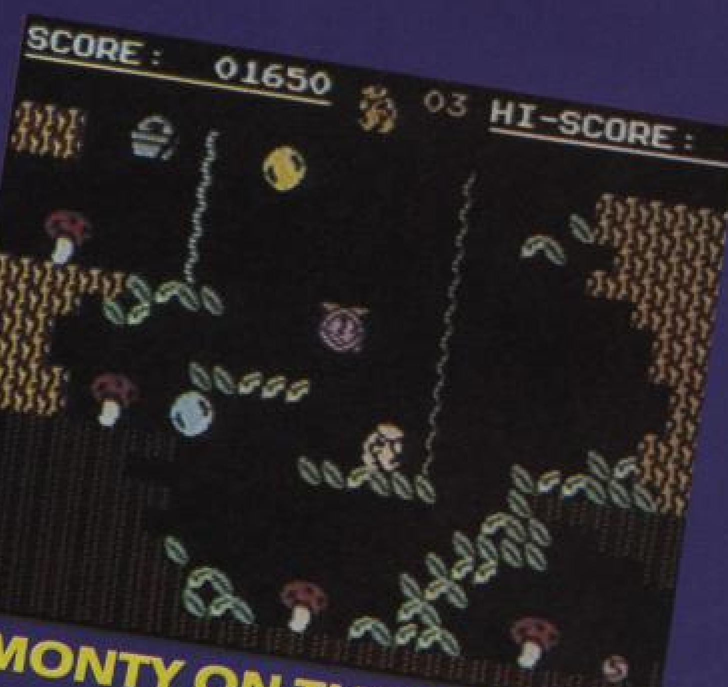
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BOUNDER

'The most compulsive game I've ever played', said Gary Penn of this GOLD MEDAL game. Guide a tennis ball through ten tortuous levels of unique platform action, avoiding all manner of strange creatures and obstacles.



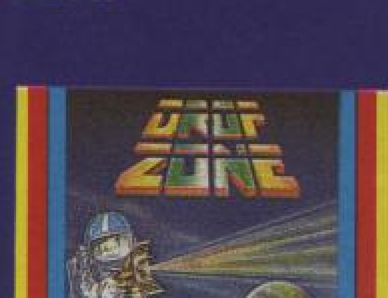
MONTY ON THE RUN

Paul Sumner 'loved it', Gary Penn was 'really impressed', and Julian Rignall 'groaned loudly' (!). Why? Because this was 'one of 1985's better platform games', and a SIZZLER to boot.

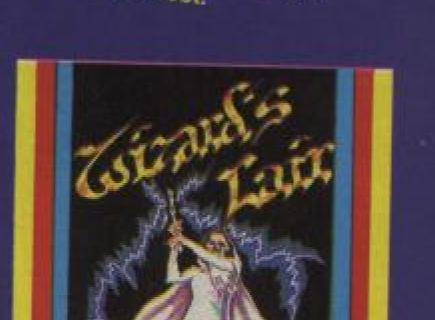
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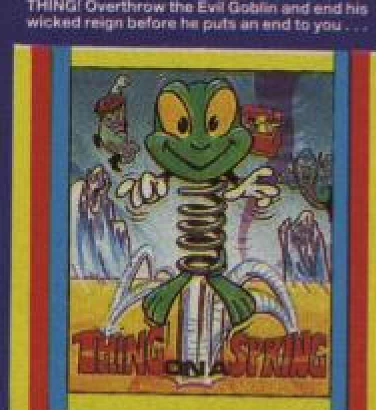
This classic shoot em up, loosely based on STARGATE, received the coveted award of a GOLD MEDAL when it was released last year. Julian Rignall said 'go out NOW and buy it, it's %?£!!! amazing'. Well then, what are you waiting for . . .



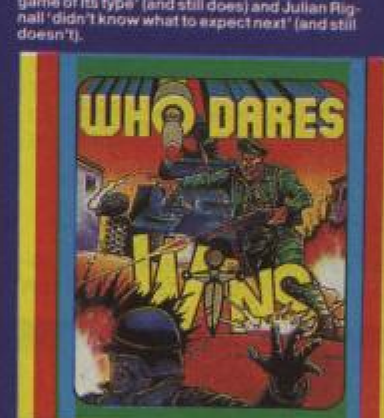
YOURS FOR ONLY £4.95

A classic arcade adventure from Bubble Bus. Explore the hundreds of colourful and detailed locations, avoiding dozens of evil inhabitants in an attempt to collect four pieces of the Golden Lion. 'Definitely one of the best of its type', said an ecstatic Gary Liddon.

Penn thought it was 'incredible', and Rignall reckoned it was 'brilliant' . . . Wacky platform action starring ZZAP! margin mega-star, THING! Overthrow the Evil Goblin and end his wicked reign before he puts an end to you . . .



Frenetic shoot em up action, COMMANDO style! Gary Liddon thought it was 'the best game of its type' (and still does) and Julian Rignall 'didn't know what to expect next' (and still doesn't).



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VIDEO POKER

Entertainment USA (Mastertronic) £1.99 cass, keys only

Forget having to enter those smokey and violent gambling casinos just to play a decent game of poker. Now you can stay at home and sit in a comfy chair in front of your Commodore, and have a good game without fear of losing five inches off your wallet or having your legs broken because you can't pay off your debts. What this program does is turn your favourite computer into a poker machine, similar to the sort of gambling machine you might find in your local arcade.

At the start of a game you are asked what sort of coins you would like to gamble with — nickels, dimes, quarters or dollars. It makes no difference what you gamble with, because you are always given twenty coins.

You are then asked to bet up to five coins. Once you've placed your bet, five cards slide down from the top of the screen and turn themselves face up. After casting a beady eye over them you can decide which cards to keep, and which to discard. Pressing the corresponding number on the keyboard 'holds' a card.

When you are happy with your selection, pressing the space bar discards the unwanted cards and brings the new ones into view. If that hand is a winner then you are awarded 'money', the amount depending upon how much of a stake you laid down in the first place. The game then returns back to the betting phase and continues until you lose all your money.





I can't see much point in releasing straightforward gambling games on a home computer, since there is never any real risk or excitement involved. I didn't enjoy playing Video Poker *at all, it's boring and offers no challenge whatsoever. This is one of very few Mastertronic games which isn't worth the time, let alone the money.*



Video Poker *is dull. There is no excitement in the gambling what so ever, because you can't relate to the money sprites as being real cash. To be fair, the graphics and sound are promising, but the game is plain — nay, 'tis mega-mindless, boring, one hundred percent crud. If this is gambling then it is best left in Las Vegas, as it certainly hasn't caught on in Ludlow.*

Presentation 80%
Nicely laid out and very easy to use.

Graphics 39%
Colourful cards and machine, but that's all there is.

Sound 70%
Pleasant Rob Hubbard ditty on the title screen, and the sound effects are quite imaginative.

Hookability 18%
Play it once . . .

Lastability 9%
. . . and it won't darken your 64's RAM again.

Value For Money 15%
If you want a gambling game then *Vegas Jackpot* is the same price and more exciting.

Overall 11%
A terminally boring piece of software.

BEER BELLY BURT'S BREW BIZ

Americana, £2.99 cass, joystick only

Something strange is happening down at the beer factory . . . the place has become overrun with nasty zombies, so little else remains but to call for the professional beer belly slob, Burt.

In this latest platform adventure from Americana, you play Beer Belly Burt who's sole aim in life is to drink as much beer as possible. This partly explains his peculiar style of walking which is, to say the least, distinctly wobbly.

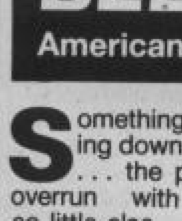
Beer Belly's factory consists of three departments: Shipping, Production and Control, and each can be accessed from outside. Inside there is a total of thirty two rooms, all constructed in layers of platforms on which Beer Belly happily bounces. However, life for a Beer Belly is not all quaffing and bouncing, lordy me, no — the whole factory has become infested with green Zombies, the worst kind!

Springing out from doors they wander around firing the odd bullet at him. But never fear — Beer Belly is equipped with his own weapon to ensure the destruction of these nasty creatures. Of course if you're not the kind of person who goes around shooting every thing in sight, then Beer Belly can perform quite a nifty jump to avoid the Zombies and their fire power.

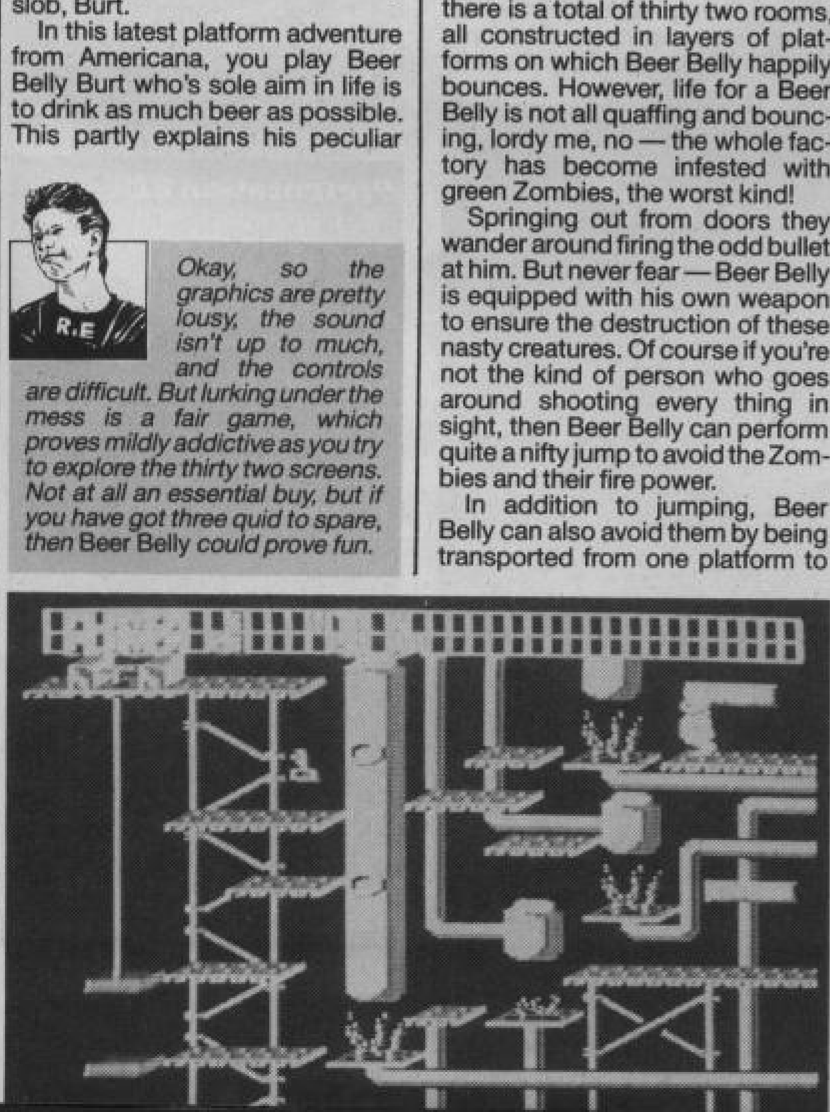
In addition to jumping, Beer Belly can also avoid them by being transported from one platform to another by the powerful air vents, which occassionally blast out air launching him up onto the next platform. But beware of booby trapped air vents which spout fire, as they leave Beer Belly burnt to a crisp.

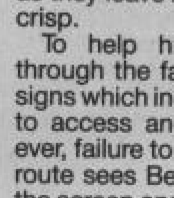
To help him make his way through the factory there are exit signs which indicate the best route to access another screen. However, failure to leave by the correct route sees Beer Belly falling from the screen and ending up in crumpled lump — with a hangover no doubt.

On some screens Beer Belly needs to unlock doors to gain entry to another, and for this he needs a key which is usually placed in some inconvenient position. Luckily, only one Zombie appears on the screen at any one time, so if you do happen to see any more, don't worry — it's probably only the effect of the beer!



Okay, so the graphics are pretty lousy, the sound isn't up to much, and the controls are difficult. But lurking under the mess is a fair game, which proves mildly addictive as you try to explore the thirty two screens. Not at all an essential buy, but if you have got three quid to spare, then Beer Belly *could prove fun.*





Obviously Burt has supped too much beer and is suffering from some horrendous alcoholic disease — he's fat, bright purple, and as bloated as a poisoned pup. The game is of the platform type, and not a particularly good one either. The graphics and sound are pretty sub-standard, and even with its three quid price tag it isn't a program I would recommend.



This is very similar to most of Frank Cohen's previous offerings — especially the graphics and sound effects. It's basically a rather poor platform game which is showing its age — although at the price I wouldn't complain too loudly (mumble, mumble — UGH!).

Presentation 45%
Not a great deal to impress.

Graphics 27%
Lacking in colour and imagination.

Sound 28%
Far from stunning.

Hookability 40%
Some initial compulsion to see later screens . . .

Lastability 29%
. . . but when you've seen one, you've seen 'em all.

Value For Money 36%
There are more interesting games available for the same price.

Overall 32%
An old and decrepit platform game which has nothing new or exciting to offer.

FORMULA ONE SIMULATOR

Mastertronic. £1.99 cass, joystick or keys.

Once more the screeching of cars and the smell of burning rubber bursts forth on the 64, this time courtesy of Mastertronic's *Formula One Simulator.*

There is a choice of eight different tracks: Zandvoort, Zalder, Manyza, Hockenheim, Paul Richard, Ostereichring, Silverstone, and Kyalami. You can also partake in a grand slam of all eight tracks. Each track has its own record lap time, initially standing at 60 seconds. After choosing a track the scene switches to a show 3D 'first person view' of the chosen race track, complete with snow capped mountains in the background.

The screen is split between the actual race circuit and the control panel. This consists of a steering wheel which rotates according to your joystick movements, and an indication of your time, laps completed, and gear position.

You start each race with a certain amount of time, and are awarded more time on completing a lap. If the clock runs down before



This is an ancient race game, but having said that it was quite fun for a couple of goes. The trouble is that it's terribly easy to finish the courses and get massive scores — after you've done that it gets a bit dull. The graphics are really poor with no animation on the cars and there are glitches all over the screen. The sound is about the best thing with a nice Hubbard ditty, the sound effects are poor though. If you're after a race game then buy Speed King, it's much better and costs the same.

GALAXIBIRDS

(THE GAME THEY COULDN'T STOP)

Firebird £1.99 cass, joystick

Goodness gracious and lawks alordy! The most evil nasties you ever did see have invaded the world and are making it a fun place to live. The now-redundant politicians are a mite peeved, not because they've been ousted from their governing positions, but because they're all too old to take part in the fun and games organised by the fun loving aliens. So, off they all went to hire a space pilot capable of destroying the aliens, and you just happened to fit the bill perfectly.

The politicians' club fund enabled them to purchase a Soopakomplex Oneshotatatime Mark III Spacecraft to destroy the evil do-gooders. It's incapable of forward motion, but very agile at moving left and right.

Your spaceship appears at the bottom of the screen, and using your skill and judgement you must blast the aliens as they whizz down from the top of the screen. They're fairly annoyed by your intrusion into their fun and games, so they try to fly into you in a kamikaze attempt to destroy your ship. Fortunately, you can move left or right to prevent contact.

There are number of different races of aliens, and each race attacks in a set formation. Destroy all the aliens in an attack and the next lot duly take their turn in attempting to blow you up. However, the aliens don't really look like aliens — they have transformed themselves into more traditional Earthly forms, so we don't have to endure their horrible scaly appearance. Consequently, it becomes quite comical when your ship is attacked by a load of Dodos.

Other types of nasties include 'Ackin' International Karate Maties, Killer 'Bounder' Balls, Culture Vultures, Swans, Budgies and Asteroids. There's also a special guest appearance by Squawk the Parrot and friends.

Once every sort of alien has been disposed of the first batch return, but this time they're doubly peeved and move about at twice their original speed.



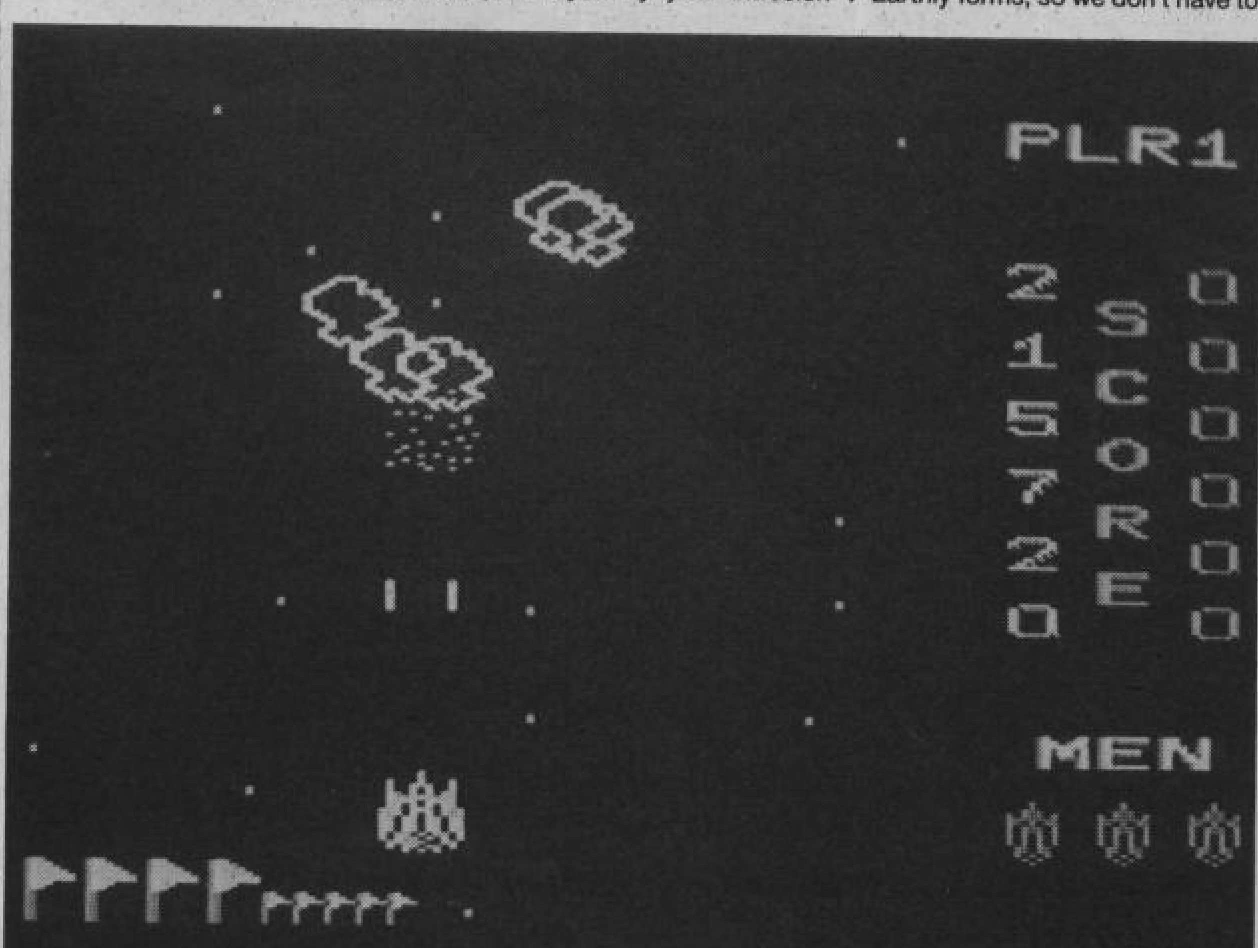
To be honest, this game is a load of rubbish, but it's very enjoyable rubbish and great fun to play. There are plenty of jokes within the program, both in the scrolling message on the title screen and in the game itself. The scenario is one which has been seen a million times before and the gameplay is out of the ark. Graphics are poor, sound is awful, but I love it. Go out and give it a go, for only two quid it almost seems worth buying.



I've always thought that Firebird were a little on the stupid side, and releasing a game as dire as Galaxibirds confirms this. The programmers must be congratulated on a superb p' take of the whole shoot em up genre. You really haven't lived until you've played Galaxibirds — the game they couldn't stop! It's so absurd it's almost worth two quid.



Zap, zap, zappity, zap. Galaxibirds has just got to be one mega p' take. I mean, it all seems so simple and normal (!) to begin with, but when such things as Bounder balls, angels, and mutant parrots start coming down from the lofty heights, then the game takes a humourous turn for the better. The graphics are naff, the sound is as about exciting as wet weekend, but at two quid it's a must for ageing blast em up freaks.



Presentation 82%
Two player option, and nice title screen with humourous scrolling message and hi-score table.

Graphics 54%
Good sprites, but little else.

Sound 49%
A silly tune burbles away during the game, and the spot FX suit the game well.

Hookability 73%
You've just got to see all ten levels.

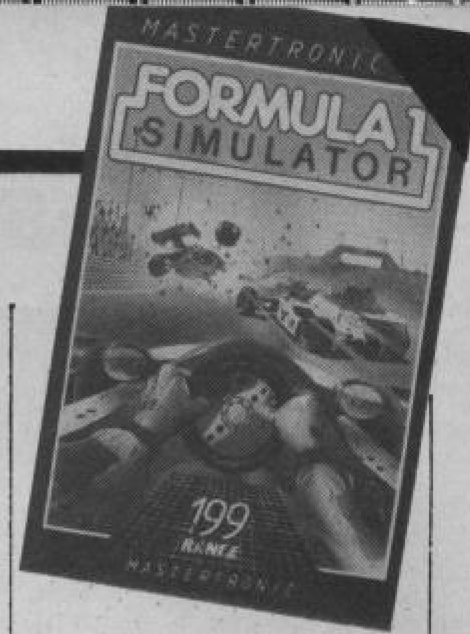
Lastability 50%
It's a hard game, but very repetitive.

Value For Money 68%
Two quid isn't really asking too much.

Overall 60%
Unoriginal, naff and silly. Buy it for a laugh.







Why Mastertronic have bothered to release this mediocre race game when you can buy Digital Integration's excellent Speed King for the same price, I don't know. The only good thing about Formula One Simulator is Rob Hubbard's version of Hard Times on the title screen. The graphics are simple and ineffective, and the game itself is tiresome and undemanding.

you complete a lap then your game is terminated. Crashing isn't a problem, since no matter how many times you destroy your car it is always replaced, although this does cost time.



I must admit to not being a fan of racing games, although I have occasionally been known to indulge in Pitstop II. Unfortunately, Formula One is a somewhat old and tired game, the tracks bear little resemblance to those on which they are based, and the cars look like mutated spaceships. Although the game doesn't stand up to much, it's not that bad. Its saving grace is the excellent sound track. If you've never played a racing game and want to experiment, then Formula One may prove an interesting challenge.



Presentation 73%
Nice demo mode and eight tracks to choose from.

Graphics 42%
Simple scenery and cars.

Sound 82%
Very pleasant Rob Hubbard tune, but dull FX.

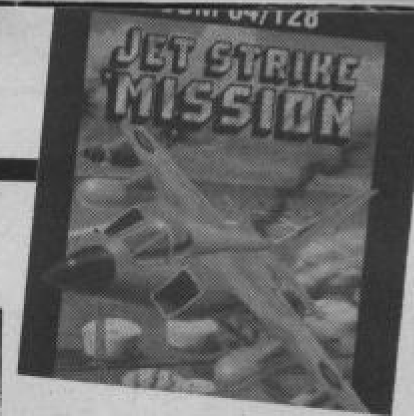
Hookability 60%
Straightforward gameplay with a clear objective.

Lastability 49%
It's too easy to finish the courses and consequently the game palls once you've done so.

Value For Money 59%
Cheap, but there is a better race game in the same range.

Overall 54%
An average racing game — look at others before you buy.

ZZAP! TEST BUDGET



JET STRIKE MISSION

Alpha Omega, £4.95 cass, joystick with keys

Your Mission, budding pilots, is to successfully take off in a jet fighter-bomber, climb to a suitable altitude, and then fly at cruising speed to a specified destination.

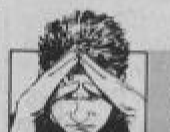
The game starts with the Mission Alert signal, and then switches to a selection of instructions and menus. Here you must select a target and suitable weaponry. It is also possible to have a detailed lecture on the cockpit dials and switches.

Once you are actually in the cockpit the velocity must be brought up to at least 120 knots — then, with the wheels up, you can take to the skies. Failure to reach the desired velocity makes the plane stall and crash. To avoid aerial attack, tactical evasive action needs to be employed.

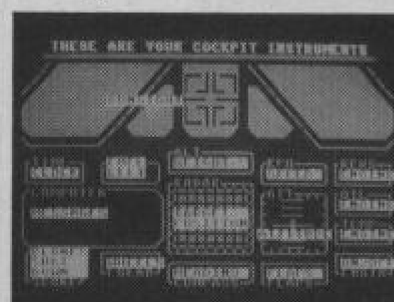
When reaching an enemy target it takes several passes to totally destroy it. Once the enemy forces have been annihilated you must return to base through a network of attacks, and then make a safe landing at the correct speed and heading.



Oh dear, this game is so appalling I wonder why Alpha/Omega bother to release it. The graphics are crude and blocky, and the crash routine is so bad it made me laugh out loud. This game doesn't deserve the tape on which it is produced, and is more suited to life in the depth of a very wet pit, rather than space on a cassette rack.



On seeing this game for the first time I didn't know whether to laugh or cry. It's cra — absolutely abysmal. I just had to play it again to see if what I had seen was real. Unfortunately, it was. It's the sort of game which brings bile to the back of your throat, and at the price I advise you to steer well clear.



Presentation 44%
Adequate in-game instructions, but too many annoying delays.

Graphics 9%
Atrocious use of keyboard character graphics.

Sound 8%
The programmer doesn't seem to know the meaning of the word.

Hookability 12%
Holds the same morbid fascination as a road accident . . .

Lastability 3%
. . . but it's nowhere near as pleasant.

Value For Money 4%
Grossly overpriced for what it offers.

Overall 4%
April the first is a long way off, CRL.

NECROMANCER

Americana, £2.99 cass, joystick only

As Chief Druid your life is not an easy one. Not only have you been assigned to defeat the evil Necromancer, but your powers have to overcome his marauding hoards of meanies. This, being such a hard task, cannot be completed in one fair swoop — no, the eventual destruction of Necromancer is achieved in three stages.

ACT ONE

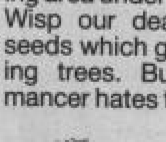
The Druid stands in the middle of an open plain from where he launches his Wisp, a cheerful little creature who flits about the playing area under his control. With the Wisp our dear Druid can plant seeds which grow into fine glittering trees. But the evil Necromancer hates to see all this peace, love and happiness, so he sends out in his army of Neanderthal men, all with the sole intention of bashing your trees back from whence they came. The Druid decides that this really isn't very nice behaviour, and so wreaks his revenge by way of the Wisp, who can now fly about the forest knocking the army into the middle of next week.

ACT TWO

This section of the game is set in the vaults, where the trees are called to do some work. They can be sprung into life by directing the Wisp to their roots, and from there on it's a case of 'pick up your roots and walk'. From here the Druid has to crush eight spider larvae by planting a tree in one of the vaults. The tree's roots break through the bricks and crash down onto the larvae, thus killing them. To make life difficult there are The Hands Of Fate who dip themselves into the vaults, pulling up a tree in the process. Completion of Act Two is another. So, what our overworked achieved by smashing as many larvae as possible, and then leaving via the fifth vault. Now you can encounter the Necromancer . . .

ACT THREE

In this episode the object is to defeat the Necromancer and rid the world of all his nastiness. The scene shows a graveyard and is, predictably, full of graves. It is from those with headstones that the Necromancer emerges. To defeat the evil one the Druid has to drive him out of his grave by attacking him with the Wisp. However, this is not as simple as it sounds — as soon as the Wisp drives the Necromancer out of one grave, he infests another. So, what our overworked little Wisp has to do is evict and exterminate the Necromancer from all the graves. Doing this completes the game and the forest explodes in a rainbow of colours, restoring peace and happiness to the world.



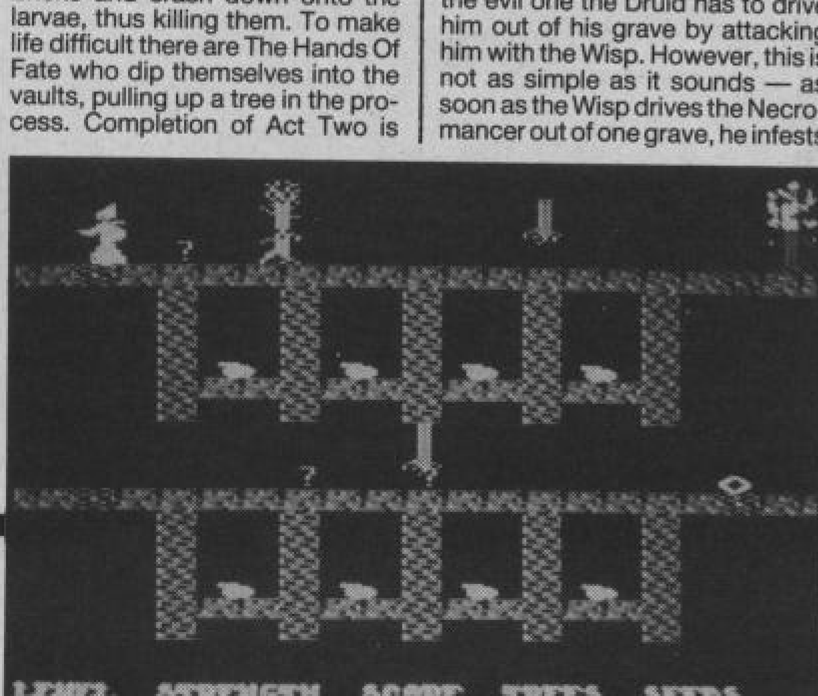
This game is quite fun to begin with, especially thwacking the cavemen who are delightful little creatures rampaging around on the screen. However, I didn't find it very addictive and after playing it for an hour or so it became boring. One thing that struck me as odd was the fact that in Act One the spider attacks only diminish your strength, but in Act Two they kill you outright. Maybe a game more suited to the tree planters at the Forestry Commission.

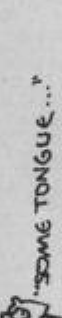


The Americana range seems to consist of nothing but old American software — some of it good, some of average, and a lot of it poor. Necromancer isn't too bad, I suppose, but even so it isn't worth the budget price tag. It may well have been considered as something special when first released — but now . . . well, I'm not impressed.



*This is years old — and it shows. The Americana label is a nice idea, but do they have to release the **really** old and crusty American games? The graphics are awful, the sound is pretty bad, and the game itself is dull. Take a look at some of the other releases in the Americana series, most of them are miles better.*





Presentation 63%
A couple of options but little else worthy of mention.

Graphics 50%
Reasonable definition and animation all round.

Sound 31%
Nothing of any merit.

Hookability 61%
Initially pleasant . . .

Lastability 38%
. . . but interest soon wanes.

Value For Money 44%
Not a great deal of long term fun to be had here.

Overall 40%
If planting your seed is your 'thing' then you might enjoy this aged American 'classic'.



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ZZAP! TEST

SPLIT PERSONALITIES

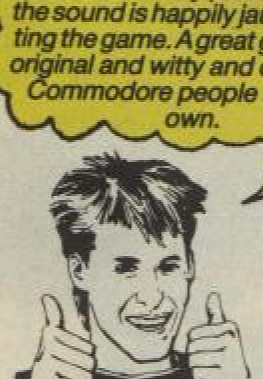
Domark £9.95 cass, joystick or keys

Remember the slide puzzles that you used to play around with when you were a kid? You know, the ones where you have to shunt around squares to form a picture. Well now this breed of puzzle has appeared again, but this time it has changed, growing more vicious and devious in its old age. This metamorphosis is courtesy of Domark, in the form of their latest arcade puzzle game, *Split Personalities*.

The object of the game is a simple one. Played on a 5 x 5 grid you must slide twenty squares within a puzzle to their correct positions to create a picture of a famous 'personality'. Well, it's not **that** easy — if it was it wouldn't be much of a game, would it? No. The puzzle must be completed within a set time, displayed as a diminishing bar at the bottom of the screen, and failure to do so results in the loss of a life.



I really enjoy playing this and I especially like the humour which comes across nicely. It's a sort of arcade puzzle where nifty fingerwork and a swift train of thought are the key to completing a screen. One great point is that the game constantly keeps you on your toes, from the very beginning when a bomb is unavoidably shunted onto the screen, to the very end when your time bar is ticking away to just a few pixels and you still have five pieces to shuffle about — nail-biting stuff indeed! The graphics are really good with all the characters nicely portrayed, and the sound is happily jaunty, befitting the game. A great game this, original and witty and one which Commodore people ought to own.



When play commences the puzzle area is empty. Moving the joystick right brings a spinning cursor out of the box in the top left hand corner of the screen. Moving the cursor back into the box and pressing fire shunts the puzzle squares into view. The squares then have to be moved to the bottom of the screen to avoid congestion at the top.





The walls of the puzzle normally stop the pieces from sliding off, but in the middle of three of the four walls there are doors which open and close. If a puzzle piece is slid into a wall when the portal is open then it whizzes straight through and has to be bought back into the play area from the box again. The wall also harbours another hazard — electric buffers which push a piece back from whence it came. These buffers appear randomly and create havoc on higher levels.

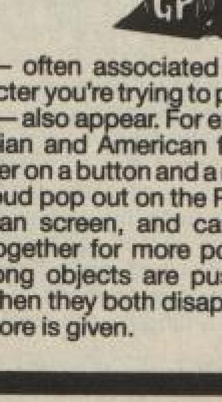
Occasionally bombs are pushed into the playing area when bringing another puzzle piece into view. When one is shunted onto the screen its fuse ignites and you only have five seconds to shove it off screen through an open door. If the fuse burns down and the bomb detonates, then one of your three lives is lost. Bombs aren't the only things which appear on the screen — other objects also get pushed out of the box and these include pistols, taps, diamonds, fuel, matches, bullets, hammers, ice cream, and cups of coffee. All of these object have a purpose in the game, and if the correct items are pushed into one another they both disappear and a point bonus is awarded. For example, a primed bomb can be extinguished by shunting it into a tap for a 5000 point bonus.

Pushing a pistol and bullet together multiplies your score by two, and pushing two diamonds together increases your time limit by a minute. A fuel and a match together is trouble — the resulting explosion takes another life. Other objects — often associated with the character you're trying to piece together — also appear. For example, Russian and American flags, and a finger on a button and a mushroom cloud pop out on the President Regan screen, and can be pushed together for more points. If the wrong objects are pushed together then they both disappear and no score is given.

At last Domark seem to have hit the big one with Split Personalities *— it proves that they don't need all the hype and silly costumes to promote a product if it's a good one. What they have here is an extremely addictive and original game. The characters that I've seen (only 4 at the moment) were all easily recognisable, and very well drawn in miniature at the side of the screen. The music is excellent, but there just isn't enough of it — as soon as you get into the beat of one jingle it finishes!* Split Personalities *had me hooked for ages — you'd be stupid not to see it.*



There are very few arcade puzzles on the 64 — Zenji, Rock 'n' Bolt *and* Confuzion *are the only decent ones which spring to mind — so it's nice to see a new one appear, especially when it's as good as this. It's all very competent — highly original and playable (although I still prefer the ageing* Zenji*) — and although it has a somewhat limited appeal, it deserves to do well.*



When you complete a level the computer adds up the bonuses scored and converts any time remaining into points. You can then start on the next character — and there are quite a number of them . . . Ronnie, Maggie, Sir Clive Sinclair, Alan Sugar, Charles and Di, and Andy and Fergie all make an appearance. Later levels feature more bombs, and pieces start to ricochet off each another.

Presentation 90%
Good instructions and suitable options.

Graphics 92%
Excellent stuff. The characters are all well drawn and the puzzle pieces whizz about smoothly.

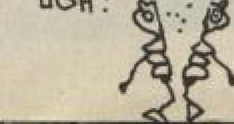
Sound 93%
A couple of neat little David Whittaker ditties burble away, and the sound effects are great.

Hookability 94%
Once you start playing you'll want to see who comes next.

Lastability 92%
Plenty of hazards on the high levels to confuse and confound for quite some time.

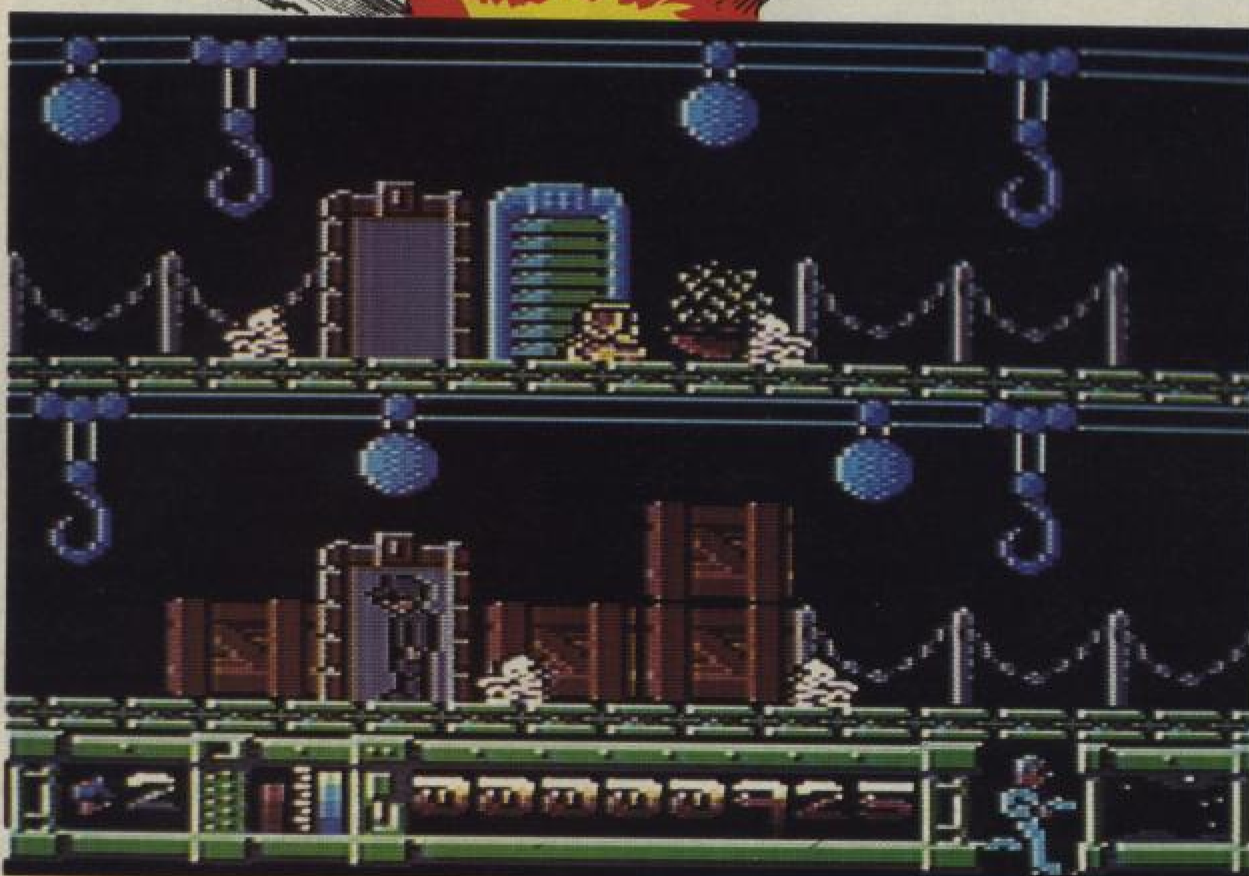
Value For Money 90%
Not overly expensive, and it's original, funny, playable and very addictive.

Overall 93%
Quite simply one of the best arcade puzzles on the Commodore.



MISSION AD

Firebird £9.95 cass, joystick or keys (redefinable)



Over the past few years the Free Democratic World has been attacked many times by hostile galactic terrors. A group of scientists analysed the attacks, and came to the conclusion that in the not too distant future an attack will be mounted on Earth by a force too powerful for our scattered defences to stop. The only way to beat off this attack would be if the countries of world were to unite their defence systems. So the scientists devised a plan — codename: Mission AD.

The plan required finance and cooperation from every single country for it to be put into effect. But unfortunately the Head of State of Silesia, General Offisrokka, thought that the plan was a capitalist trick to bring down to his country. So, he immediately drew up his own plans to stop the mission . . .

The location of the bunker was discovered by his secret agents, and assassins were dispatched to dispose of the scientists and destroy the bunker before the plan could be finalised. All was not lost, though . . . the General forgot about you, Rik O'Shey — ace marksman and assassin of assassins. Your mission is to track down and kill the terrorists before they can complete their grisly task.

The bunker is a large building sub-divided into eight areas: NIGHT-CLUB, PIPEWORKS, GREENHOUSE, CATHEDRAL, DOCKLAND, LIBRARY, OFFICE, and STATUE PARK. Each area can only be accessed by using the bunker teleport system.

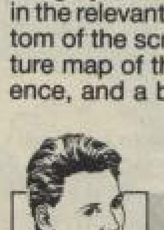


I found this shoot em up addictive, challenging and very, very enjoyable to play indeed. OK, so the gameplay is a bit repetitive — but isn't that the case with most shoot em ups? The graphics are first class (the use of colour is exceptional), and the totally brilliant soundtrack is spot on, adding atmosphere and freneticism to the game. I think Mission AD is brilliant.

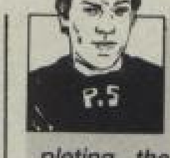
When the game starts you are told how many assassins have broken into the complex, and are given a time limit in which to kill them all. If this limit is exceeded then one of Rik's three lives are lost.

Pressing the fire button beams Rik into the game via one of the many teleport nodes scattered throughout the complex, and as soon as he materialises the action starts. Entering a teleport flicks to a map screen, and pushing the joystick up or down flicks through the various sections of the complex, changing the teleport entry point. Also evident on the map are flashing dots which represent the location of the assassins within the bunker. You are represented by a steady white dot.

The main display area shows two floors of the complex and a little of the surrounding area to the left and right. The screens flick from one to the next as you rush through the various areas in search of your quarry. To move up or down a level you must step into one of the grey lifts and push the joystick in the relevant direction. At the bottom of the screen there is a miniature map of the complex for reference, and a bar to show the time elapsed. A picture of an assassin is also displayed for identification purposes.



This is a rather mediocre chase game cum shoot em up which is only enhanced by stunning graphics and an exceptional soundtrack. The atmosphere generated is first class, and actually makes the game enjoyable to play — although it does prove quite boring after a while since it is a little on the repetitive side. On the whole Mission AD is a slick program which doesn't quite justify the price tag due to a lack of variety.



At first the graphics are interesting and the tune adds a sense of urgency to completing the mission. Unfortunately the graphics become repetitive after a few games, and the tune is one of those you turn off on loading the game — it replaces the rather simplistic sound effects when enabled. Having shot many robot guards and assassins in two or three games it begins to pall, and soon it becomes very tedious.

To make matters worse the bunker's automatic robot guardians have been alerted by the presence of the assassins. They cannot distinguish between you and the enemy, so they shoot first and don't bother asking any questions later. Their shots aren't fatal, but whittle away your life force — shown at the bottom of the screen in the form of a bar which diminishes to a fatal zero as more and more shots are pumped into you.

Robot guardians aren't the only things that inhabit the complex, though — there are also your allies which sprint around the place trying to avoid the shots of the assassins. Accidentally shooting an ally results in the loss of points.

Once the mission has been completed you are given a score bonus, affected by the time remaining and the number of allies killed. A completion bonus is also awarded. The General then sends a better group of assassins to destroy the bunker, and naturally you're elected to seek and destroy them. Unfortunately the group is bigger in number, and being better trained they are more efficient . . .

Presentation 90%
Plenty of options and great in-game presentation.

Graphics 96%
Stunning backdrops and sprites with plenty of colour.

Sound 98%
Brilliant film style soundtrack creates an excellent atmosphere.

Hookability 89%
Like most shoot em ups, easy enough to get into.

Lastability 78%
The gameplay gets a bit monotonous, but if you like it that way then you will probably persevere.

Value For Money 75%
Overpriced for what it offers . . .

Overall 80%
. . . but if the thought of terminating criminals appeals then you may well find it compelling.



Hat, Hat it's where it's at, it's trendier than a cat, Hat . . .

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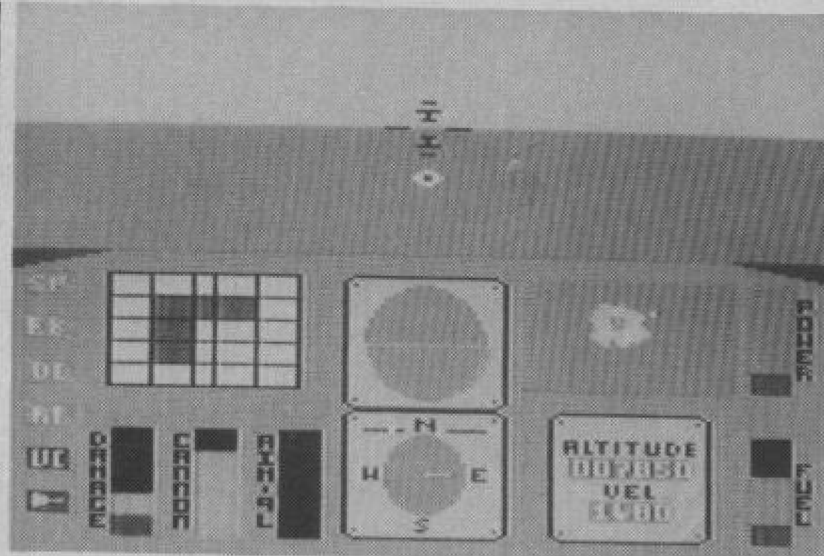


WING COMMANDER

Mastertronic, £1.99 cass, joystick with keys

You are a pilot of the latest jet fighter plane, and your mission is to protect the island on which you are based. Enemy bombers are flying towards the island, what will be their target? The Power Station? The Airbase? Who knows?

The game is a simulation, setting you in the hot seat of a jet fighter. When loaded you have the opportunity to change the skill levels, from novice to pilot to ace.



From here on you are alone. You can either sit on the runway all day, or fly off into the sunset performing intricate acrobatics.

The screen display is split between a view out of the cockpit and a view of the instruments. Using a joystick you control the movement of the jet, and by using the keyboard the dashboard is operated.

Before taking off you must reach a velocity of over 200 ft/sec, pulling back on the joystick then allows you to take off. Having done



I found Wing Commander very undemanding, the game seemed unwilling to let me do combat. As a simulation I suppose it's reasonable, but overall I am not enthused by this game. After playing it for about half an hour I'm bored of it and probably won't look at it again.



This is really a poor man's ACE, a very poor man's at that! It's a sort of flight simulator, but more of a game than an emulation of flying since the aeroplane doesn't behave like a real one. The graphics are very poor and the sound is of the same quality. If you're after an action packed flight simulation game then save up some more pennies and go for ACE, it's a lot better.

DANGER MOUSE IN DOUBLE TROUBLE

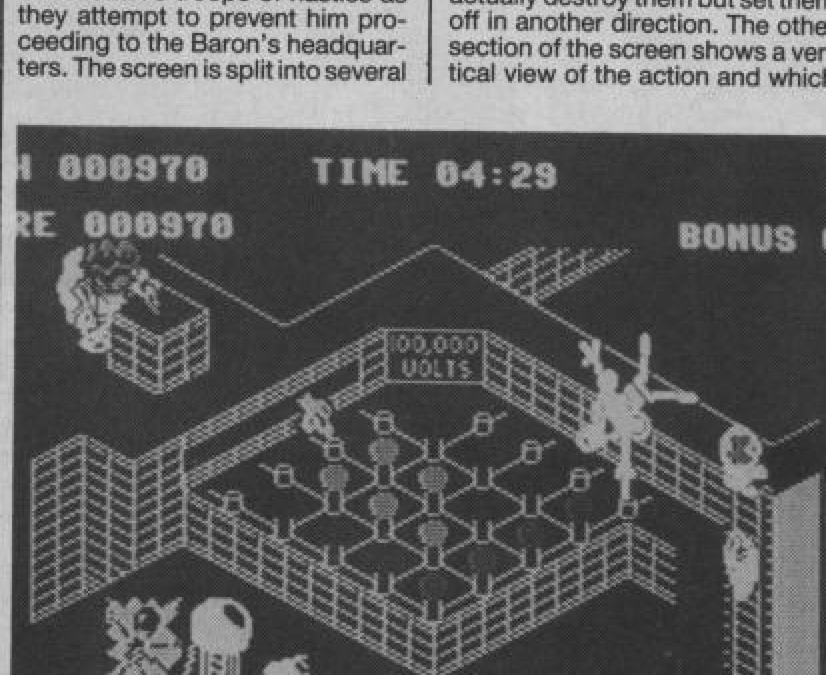
Creative Sparks (Sparklers), £2.99 cass, joystick only

Once more your favourite Rodent has been enlisted to save the world. But who's trying to conquer it? Only his arch rival and general all round nasty, Baron Greenback, the infamous Toad. This time the devious swine has made an android impression of our hero, and with it he intends to dominate the world (shock! gasp! horror!). Your mission, along with the bungling Penfold, a coward of a Hamster if ever there was, is to infiltrate Greenback's base to stop the meanies from carrying out their dastardly deed. This can only be done by switching off their android Danger Mouse before it is electrically induced into life.

The world saving mission consists of three parts. The first stage sets DM and the hapless Penfold in their trusty aero-car, blasting Greenback's troops of nasties as they attempt to prevent him proceeding to the Baron's headquarters. The screen is split into several parts, the main section being a horizontal picture of the aero-car on the left of the screen, with the nasties flying in from the right. They can easily be disposed of by firing musical notes, which don't actually destroy them but set them off in another direction. The other section of the screen shows a vertical view of the action and which nasty must be shot. Once DM has travelled a sufficient number of miles the scenerio switches to the Jungle caper, in which DM has to jump over two crocodile infested swamps. Thankfully they don't kill him but serve as a bouncing platform which enables DM to scamper across the swamps. Failing to bounce on the crocodiles correctly results in DM taking a quick plunge into the murky waters.

In the next stage of the jungle caper DM has to cross a clearing whilst trying to avoid a Puma. Luckily, there is a tree provided on which our hero can climb to safety.

The third, and final section of the game is set in Greenback's head-





Dangermouse is back, on the Sparklers label this time, and I ask myself if it was really worth it. This is pretty lousy. The sound is reasonable but is let down by the graphics which consist of only one colour per character. The gameplay isn't too hot either, I managed to easily complete the first two sections of the game — although the third part is quite difficult. Maybe not the best choice for the hardened arcade player, but one more suited to smaller children who want an easy game to play.



This must be aimed at younger generation of Commodore owners (the under tens). The game is pretty simple with only three tasks to complete before you start on the first one again. The graphics vary throughout, from pretty poor on the first two screens to quite good on the final encounter. Sound is poor and suits the game. Even at two quid it doesn't offer much — buy it for your kid brother.

that, pull up the undercarriage, and you're off!

A map can be accessed, showing the whole of the island and the locations which must be protected from your enemies. After battling it out with the incoming bandits it's time to refuel and return home, the pride and joy of the island. Hoorah!

Presentation 78%
Very good instructions and on-screen presentation.

Graphics 46%
Simplistic and lacking in detail.

Sound 27%
Unimaginative spot FX.

Hookability 44%
The comprehensive instructions make the game easy enough to get into . . .

Lastability 30%
. . . but there's not enough variety to enthral.

Value For Money 36%
There are better games in the Mastertronic range.

Overall 32%
An uninspiring and unoriginal flight simulation cum shoot em up.

quarters where the real DM has to prevent the completion of the android DM by turning all the electrical switches purple, thus deactivating the mechanical monstrosity. This is made increasingly difficult by the intrusion of Greenback's slimy hand which is desperately trying to switch the android on. So, DM, it's up to you to save the world again. Oh, and by the way — you've only got six minutes

Presentation 54%
Nothing special.

Graphics 42%
Simple sprites and backdrops — no great shakes.

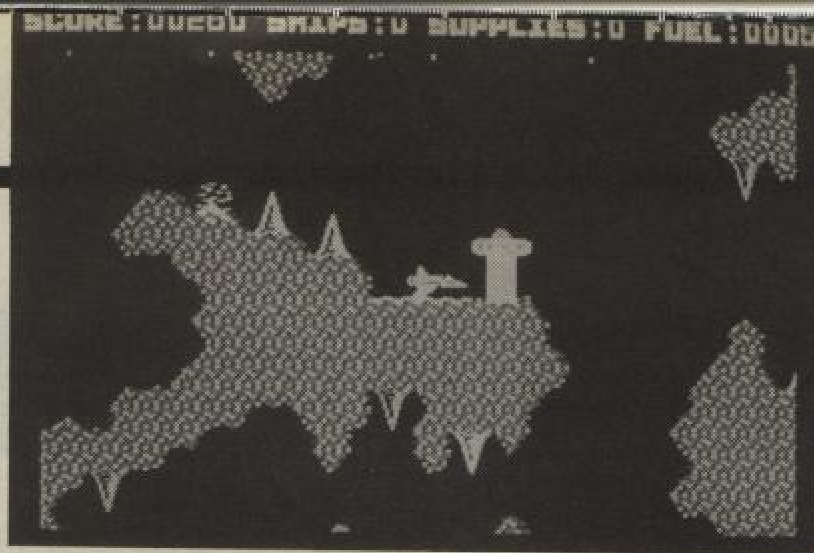
Sound 39%
Poor title screen music and below average spot FX.

Hookability 32%
Easy enough to get into, but not very interesting.

Lastability 28%
Simple and tiresome.

Value For Money 34%
One for the **very** young (or senile?).

Overall 30%
Just like the cartoon — only lasts for five minutes.



CAVERNS OF ERIBAN

Firebird, £1.99 cass, joystick only

Eric the space delivery man is in a bit of a fix, last week he spilt some scalding hot tea over his box and although the gaffer seemed to take it quite well at the time Eric now finds himself given some very nasty jobs to carry out. And nastiest of all Eric been told that next is a supply job on the planet Eriban, a near hollow ball packed with all number of dangerous things. Eric hops in his rig and after a quick break in Greasy Joe's Vegan Cafe arrives at Eriban to find that the inhabitants have gone on holiday leaving the automatic defence systems on. Eric realises that it'd be more than his job's worth to go back to the boss with his task unfinished and with a wife plus six kids to support. So with severe flak pouring out of the anti-invada(tm) zip guns Eric steels himself to distribute various goods throughout Eriban.

There five crates of cargo to deliver each to be picked up from the planet's surface and then taken to their repsective delivery places within the planet. Guiding the space lorry in ye olde traditional left, right, up and down manner, Eric's rig sits plonk dead centre of the screen while Eriban scrolls about him. The first thing to look out for is everything, touch with even the smallest pixel of rock, bullet, or any kind of object causes the lorry to explode into sparkling fragments. The only places that can be touched are the landing pads on the cargo dispensers and the depots in the planet, everything else is deadly. There are even robots that home in on Eric's ship so it's lucky that he equipped his truck with a handy-dandy blastmotron gun, kills (99% of all known droids dead).

Once all the goods are delivered, not an easy job at all, then Eric can nip home for a cup of Bovril but till then it's fun, fun, fun as he has to avoid death being dealt from near infinite portals.



What a horrid game, why Firebird sent us a review copy I'll never know. It's a blast from the past that really should have stayed there, and if you see it on a software shelf I advise you to let it stay there. Even at the El Cheapo end of Firebird's product range, Caverns of Eriban *presents lousy value for money. Just keep away from Caverns because I doubt you'll like what you find there.*



I didn't enjoy playing this game in the slightest, and it left me cold. That is, until I set fire to it. Seriously, though, Caverns of Eriban *is not the sort of game I would recommend to anyone, even Alex Winton.*

Presentation 43%
Nothing to impress.

Graphics 32%
The caverns wobble as you trundle about and on the whole the graphics are bland and uninspiring.

Sound 68%
A version of Jupiter from Holst's planet suite prattles along, but spot effects are weak.

Hookability 24%
Once you see what a mammoth task is ahead . . .

Lastability 22%
You won't want to play it again. Now if it were anything like good it might be different.

Value For Money 30%
Cheap, but not cheap enough.

Overall 25%
Caverns of Eriban? We wish it would go and get lost there.







HERCULES

Alpha/Omega (CRL), £4.95 Cass, joystick only

Now you all know the legend of Hercules . . . No? Ah — well then . . . Are we sitting comfortably? Then I'll begin. Once upon a time there was this guy called Hercules. One day he killed his wife and kids in a fit of mad rage, so overcome by grief and remorse he consulted the Oracle at Delphi to ask how he should earn his forgiveness. He was told to go and serve King Eurystheus for twelve years, performing all the tasks commanded of him. If Hercules survived he would become immortal and take his place among the Gods on Mount Olympus.

Hercules, the game, contains fifty platform screens and from these, eleven of the twelve quests are randomly selected (only when Hercules has completed all eleven tasks can he attempt the twelfth). Each quest is set on a platform screen which is usually infested by various nasties. But don't think the platforms are there to help you — no, if you stand on them for too long they **may** burst into flames, or simply fade away leaving Hercules a Kentucky fried Hero or a free falling clod.

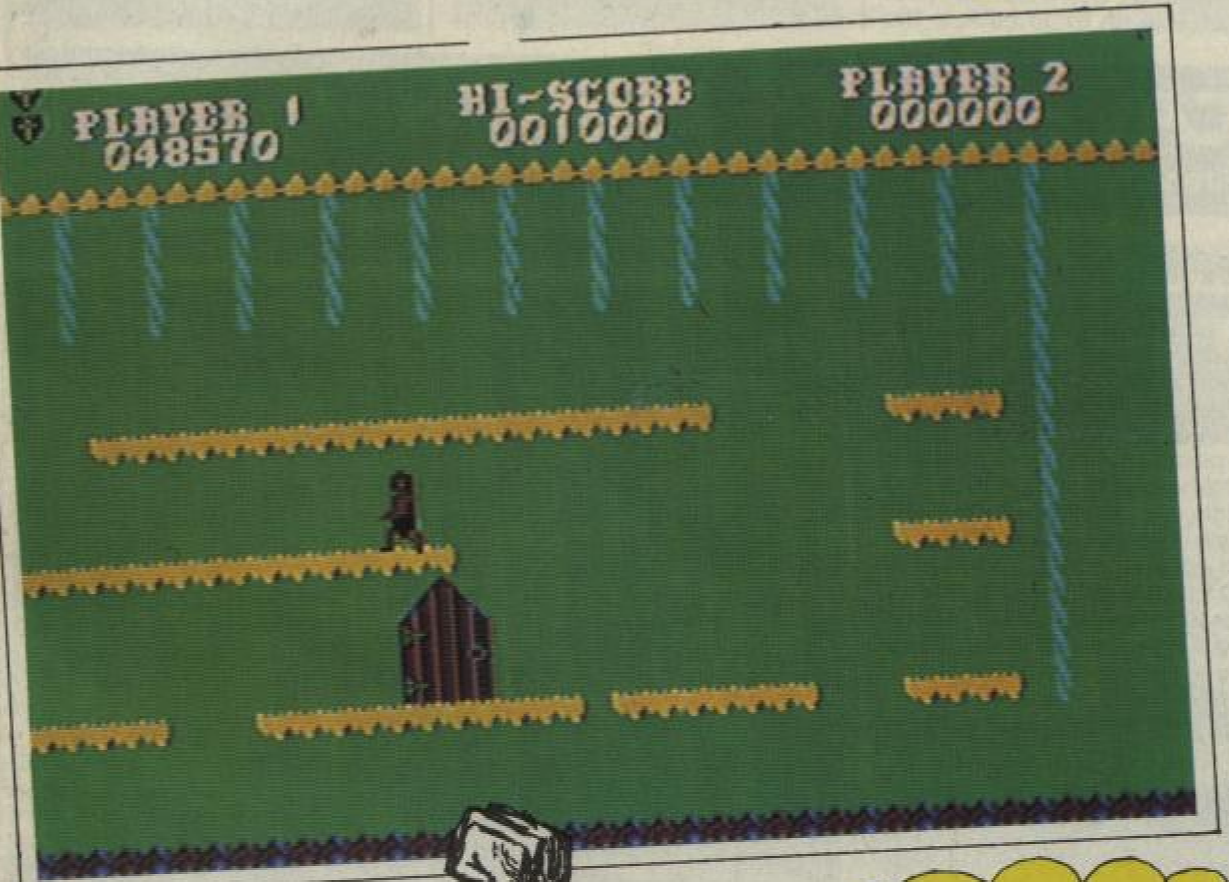
Not all the platforms are that bad, though — some of them actually help you. There you are, falling from some great height when — KAZAM! a platform appears and breaks your fall. Occasionally lurking amongst these self combusting platforms are some helpful ropes which you can climb, although hitting the top of the rope causes Hercules to fall.

On each screen there is a target to reach. This takes the shape of an animal or object pertaining to the task, such as a lion or a hydra. Completing the screen transforms the beast into a door which leads to the next task.

Don't be misled by the sick graphics and sound — underneath this pixel abortion is a brilliant platform game just screaming to be let out. It's true to say that the graphics and sound are totally appalling — just look at that screen shot and laugh! The game itself won't have you laughing though, it had me screaming and yelling in frustration, and I reckon the author of the game is a descendant of the Marquis de Sade. The screens are deviously thought out and most of them require a lot of perseverence before they can be completed.

What I really liked was the fact that you could start on any number of screens, making it nice and varied to play. Everything is played at one hell of a speed, and although most of the screens have a pattern, split second reflexes are needed to actually complete them. As for addictiveness — this game really has it — it had me glued to the Commodore when I should have been doing reviews. It's a brilliant game which definitely shouldn't be missed.







Believe it or not Hercules is a great game. The action is fast and furious — in fact I don't think there's a more frenetic and addictive platform game available. It looks abysmal, and the sound is even worse. But the game itself is brilliant. I love it. If it was female, I'd marry it.



Right! all you smarmy platform freaks have a bash at this monsterous game. The graphics are naff and the sound is appalling — but it is such a great game. The random element is appealing, and it is usually a case of jumping before thinking. It's a hard task to complete a series of screens, because you have to spend time getting to know the layout of the platforms. Definitely a game for all platform addicts — a Game Killer might prove helpful too!



Presentation 79%
Naff title screen, but high score table can be saved for posterity, and the random accessing of 'tasks' is a neat idea.

Graphics 21%
The 64 should have been on the pill to prevent the graphics from being conceived.

Sound 20%
Does to the ears what the graphics do to the eyes.

Hookability 76%
Almost too frustrating to be worthwhile . . .

Lastability 94%
. . . but perseverence reaps its own reward.

Value For Money 96%
Less than a fiver for 50 action packed screens.

Overall 92%
Don't judge a book by its cover — beneath the awful exterior lies a superb platform game.


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